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GUIDES INSIDE!

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GAMES!

WHERE ARE THEY NOW? Ex-YS writers tracked down and grilled!
BEST YS MOMENTS! The top ten moments from within the shed!
SNOUTY'S ABOUT! Phil 'Snouty' South reveals all the juicy bits!
PLUS! YS Tipshop, Program Pitstop, Pssst, Reviews & Previews!

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HEAD
OVER
HEELS!



ROBOCOR

MAPPED! GHOULS & GHOSTS, SABOTEUR 2, JACK THE NIPPER 2,
SPELLBOUND, KNIGHT LORE AND MANY, MANY MORE!

* Okay, so we've stretched the truth slightly. There's no such magazine as Peeks and Pokes, but its 21st century incarnation, *Cheats and Codes*, is available now from all good newsagents, featuring the very best PlayStation 2 tips and tricks, and priced £2.99

CHEATS IN
THIS ISSUE...

CHUCKIE EGG
Infinite lives!
No Big Bird!

JET SET WILLY
Make Maria disappear!
Walk through monsters!

EXOLON
Millions of lives!
Unlimited ammo!

RICK DANGEROUS
Rick never dies!
Infinite bombs!

CHASE H.Q.
Unlimited time!
Infinite turbos!

MONTY ON
THE RUN
Harmless water!
No crushers!

NAVY
MOVES
Infinite lives!
Unlimited flame-
thrower!

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4 PSSST

It's years since the last issue of YS so we've got some serious catching up to do. Companies like Ocean and Gremlin may have bit the dust, but the good old Speccy scene lives on. As always, we begin proceedings with a mixture of news and nonsense. Just how you like it...

13 MEGA PREVIEW

There are quite a few great shoot-em-ups on the Speccy, with titles like R-Type and Zynaps, and now there's a new game to test your finger twitching skills. Step up the bizarrely-named More Tea, Vicar? We spoke to its creator Jonathan Cauldwell...



14 YS TIPSHOP

The door to the Tipshop creaks open for the first time in over ten years. Step inside, push the cobwebs away and help yourself to some mouldy old tips. Games we've got beaten include Manic Miner, Lords of Midnight, Spellbound, Skool Daze and Robocop. Stonking stuff!

20 BEST YS MOMENTS

The events, happenings and strangeness that made Your Sinclair the daddy of Spectrum games mags. We remember Whistlin' Rick



Wilson, Party the Warthog, Advanced Lawnmower Simulator, the Viz sampler,

the racy Game Over poster and Nation Rescue. Bless 'em all!

30 FUTURE SHOCKS

Imagine a world that still produces new

Spectrum software,

even in 2004.

Well, that

world is

called Earth.

Hop aboard

Spec-chums,

there's new

games ahoy,

including

SonicZX,

Reaxion and

The Abbey of Crime. Would



you bloomin' believe it?

Blimey!! I NEVER KNEW THERE WAS SO MUCH IN IT!



8

SNOUTY'S ABOUT

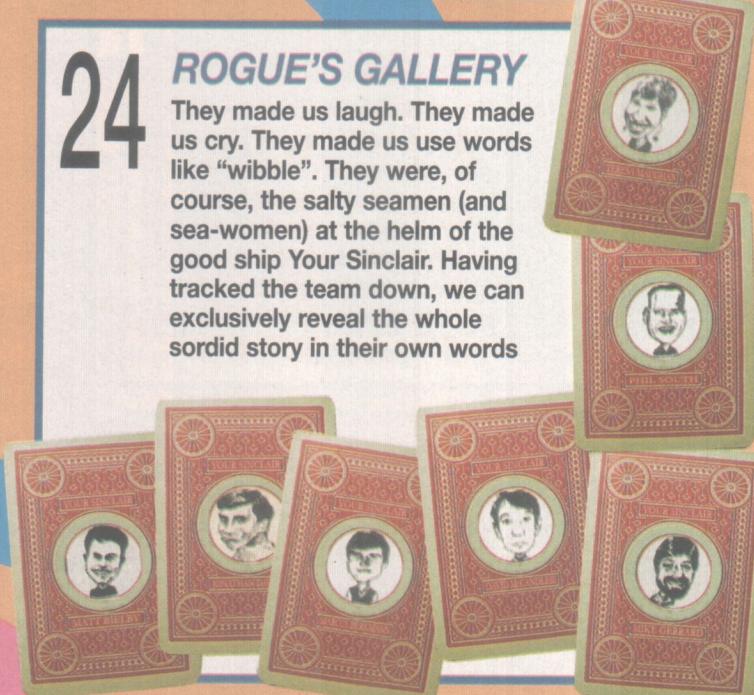
Phil "Snouty" South looks at life in the Your Sinclair shed, going right back to the time when it was a rather different beast called Your Spectrum (or something). Phil's got a proper job these days, but he's more than happy to entertain us with tales from his misspent youth



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ROGUE'S GALLERY

They made us laugh. They made us cry. They made us use words like "wibble". They were, of course, the salty seamen (and sea-women) at the helm of the good ship Your Sinclair. Having tracked the team down, we can exclusively reveal the whole sordid story in their own words



GAMES REVIEWS

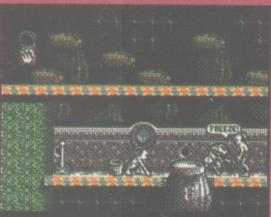
6 Fun Park

Cronosoft



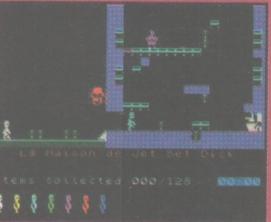
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Total Computer Gang



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Broadsoft



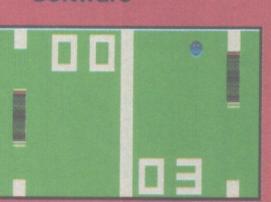
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n-Discovery Group



22 TV Game

Weird Science Software



Editor Dan Whitehead • **Art Editor** Craig Chubb • **Sub Editors** Rachel White, Katie Hallam • **Contributors** Colin Woodcock, Phil South, Martyn Carroll, Shaun Bebbington • **Editorial Director** Wayne Williams • **Publisher** Robin Wilkinson •

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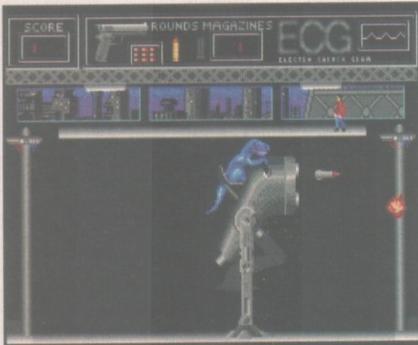


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PSSST

SAM REVIVAL

Remember the Sam Coupé? Well, for those of you who still use this 'Super Spectrum', you'll be glad to hear that there's a dedicated publication available called Sam Revival. Better still, the mag has recently turned up some new Sam software. Issue 10's cover disk contains the full game Invasion II, originally written in 1996 but never released. The game itself is a platform-action-adventure-sci-fi-(snip! Ed) romp in which you have to blast the hell outta the oncoming foe. Take a look at www.quazar.clara.net/sam for more information. In the meantime, check out these lovely screenshots.



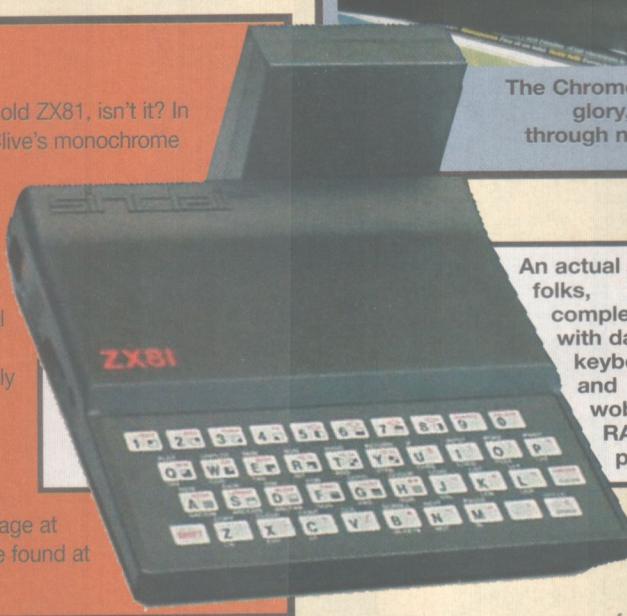
With quality games like this, makes you wonder why the Sam never took off

81 NOT OUT

Blimy, it's been a long time since we had any news about the old ZX81, isn't it? In an age when nearly everyone has turned their back on Uncle Clive's monochrome beast, there are some out there who are happily championing the cause.

Leading the pack is André Baune, who is actively developing new games for the ZX81. Although his games are written in Sinclair BASIC, you'd be surprised to see how fast they run, almost reaching the near break-neck speeds of actual machine code. Even better, these titles have been archived on the Web and will work with your favourite emulator, at absolutely no cost to you.

His latest titles include the puzzle game Thief and the card game Eleuzxis, but his work doesn't stop there. He has also recently developed a text adventure game and is working on a massive puzzle game called Inzxec. Check out André's homepage at www.zx-team.de/andre. ZX81 emulators can be found at www.zx81.de



The Chrome in all its glory, with see through naked bits

An actual ZX81 folks, complete with daft keyboard and wobbly RAM pack

SHINY SPECCY

Although real Speccy's are no longer made, there are many Spectrum-compatible clones out there, mostly hailing from Eastern Europe and Russia. One of the more recent ones however is the Italian made Chrome, designed by Mario Prato.

His latest revision is close to being 100% compatible with a real Spectrum, and is able to run many demos which even some emulators can't quite manage. The specification of the machine is also improved, running at up to 7.1MHz with 160Kb as standard. It will even connect to modern TVs through a SCART connection. Full and up to date info can be found at <http://aticatac.altervista.org/main.htm>.



SHOW OF STRENGTH

Saturday 6th November will see the second ORSAM Sinclair Computers Show take place in Norwich. Last year's event witnessed the launch of Cronosoft's mega shoot-em-up Rough Justice, so can we expect similar releases this time around? Organiser Tarquin Mills is keeping tight lipped, but the show will cover a diverse range of machines such as the Sinclair QL and the Sam Coupé. Admission and parking is free, and there's also going to be a prize draw in which you can win loadsa great stuff. Doors open at 10am and for those who are interested, there is a planned evening meal to wind down after the event. Check out the official homepage at www.speccyverse.me.uk/orsam or email speccyverse@ntlworld.com.

A WORD FROM SIR CLIVE



It seemed strange not to celebrate the wonder of YS without getting a few words from the man who made it all happen – shiny-domed boffin Sir Clive Sinclair.

After several weeks speaking to directory enquiries, and many late-night expeditions through Alan Sugar's bins, we finally found the great man's phone number...

Sir Clive: Hello?

YS: Hello!

Sir Clive: It's 3am. Who is this. What are you doing?

YS: We're calling about Your Sinclair.

Sir Clive: Yes I am. Now what the hot bloody blazes do you want?

YS: Do you remember Your Sinclair?

Sir Clive: Of course I remember I'm Sinclair. Not likely to forget that, am I?

YS: No, no. We're Your Sinclair. Calling you.

Sir Clive: You're Sinclair?

YS: Exactly!

Sir Clive: You're a Sinclair?

YS: Er...sort of.

Sir Clive: Arthur, is that you? I told you, we're not having Martha this Christmas. You can clean up the accidents for once.

YS: Er...

Sir Clive: While you're on – do you want a QL or a C5 this year? I've still got plenty in the garage.

YS: Thanks. Bye!

YS SMASH TAPE

Well it wouldn't be YS without a covertape crammed with quality games and demos. But then again, it's not actually a covertape. No siree, it's a shiny cover CD bundled with our sister mag Retro Gamer. On the disc you'll find a kind of virtual Smash Tape containing a mixture of old and new games. Here's what you can look forward to:

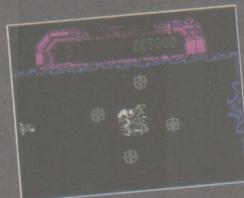
BATTY

Perhaps the most famous Your Sinclair covergame ever. This Akanoid-beater was originally given away with issue 22 and later released as a commercial title. Well here it is once again for your playing pleasure. In fact, it's even better than when it appeared first time around because it now loads in seconds rather than minutes!



MORE TEA, VICAR?

So you've read our Mega Preview of this game on page 13 and now you want to give it a blast for yourself. Well it's a good job we've provided a stunning two-level demo then innit? Be warned though – it's a hardcore shooter and definitely not for wimps. You have been warned!



SENSITIVE

We've highlighted this great Speccy puzzler at the back of the mag, but if you want to make up your own mind about the game's quality, why not put this exclusive preview through its paces. The game controls are listed on the start screen so that's all sorted then. Enjoy!

TRUE SPECTRUM FACTS

- Army Moves was originally based on TV sitcom Duty Free, before Keith Barron refused to co-operate. The main sprite was redesigned as a jeep and the rest, as they say, is history.
- The idea for the famous rubber keys came about when Sir Clive was absent-mindedly working on his keyboard and accidentally started typing on his dog's eyes.
- TV "I don't believe it" funnyman Richard Wilson designed the mole sprite in Nodes of Yesod.
- If all the Spectrums in the world were piled on top of each other, it would fall down.
- The ZX in ZX Spectrum stands for Zoological Xodus, the name of Sir Clive's thrash metal band.
- The Speccy was banned in Austria where the word "Spectrum" literally means "Haddock arse confusion".
- In a bid to capitalise on playground slang, a Speccy with four eyes was developed. But then they flushed it down the bog and nicked it's lunch.
- The "K" in 48K does not actually stand for "Kilobyte" – it's a reference to the number of times Manuel uttered his hilarious catchphrase in Fawlty Towers.
- From issue 11 through to 23, Your Sinclair was printed on human skin in accordance with the Necronomicon.
- We don't know if hunky movie star Colin Farrell is a Speccy fan. "Feck off, yer eejits!" the shag-happy actor shouted, as he sped off on his golden swan.
- The special effects for the 1985 BBC series Chocky's Children were mostly done on a Spectrum. Mostly.
- The fourth Horace game, entitled Horace Goes Dogging, was banned by Mary Whitehouse.
- If cuddly Animal Magic presenter Johnny Morris had done a voice for the Spectrum, it would have been a high-pitched squeaky voice, not unlike perpetual irritant Joe Pasquale.
- In Friday the 13th Part IV The Final Chapter, Jason Voorhees kills a topless girl by shoving a DK'Tronics lightpen in each ear.
- Because of union rules, the part of Benjamin Sisko in Deep Space Nine was played by the wizard from Atic Atac.
- Geese have no concept of Spectrums, though they are excellent at Daley Thompson's Decathlon. Because of the fast beaks, you see.
- Benny from ABBA is still stuck on the Sherlock text adventure after twenty years. The daft Swede.

FUN PARK

Cronosoft (www.cronosoft.co.uk)
(16/48/128K)/£1.99



Colin We have a lot to thank the Minigame Competition for. Not only did TV Game (reviewed this issue) start out

as an entry for the 1K contest, but Fun Park was originally the main Spectrum contender for the 2003 4K title. In the end, AmusementPark 4000 –

as it was then called – came in second place, but such was its popularity programmer Jonathan Cauldwell promised a 16K version would be developed. And, would you believe it, here it is.



Cauldwell promised a 16K version would be developed. And, would you believe it, here it is.

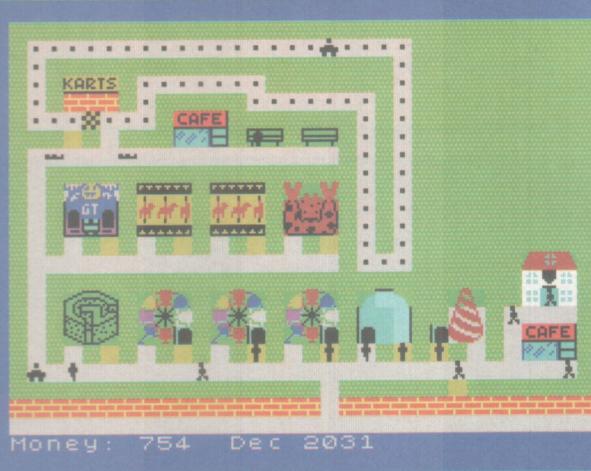


It takes a few years, but eventually the park starts to thrive

Fun Park is Jonathan's fifth title for Cronosoft, sandwiched between shoot-em-ups Rough Justice and the forthcoming More Tea, Vicar? This one's a strategy game, of course, and the aim is to build an amusement park so big it makes Alton Towers look like an abandoned slide on a



The roller coaster arrives. Press 3 two times to select the right track to lay



The park's first fatalities. Notice the pub in the bottom right-hand corner. And the runaway go-kart. The two are connected

Swindon council estate. Easy it is not. You start the game with a meagre £1,500 and from this point on have to start balancing a budget that includes such outlays as research and development, advertising, security and the funding of a whole range of attractions – from helter-skelters to roller coasters; from cafés and pubs to decorative statues and trees. Bankruptcy is always lurking just around the corner for the first few precarious years of your park's development. You can get a bank loan of an extra grand if you want, but I warn you now the APR is daylight robbery.

Visually, Fun Park is a pleasing game to look at, with attractions represented by tidy icons that flash when a ride is in progress or send little karts, cars or logs whizzing around their tracks and waterways. Visitors are shown as Football Manager-style stick people – their animation is about as basic

as it gets, yet their antics in the park are bizarrely watchable. Look closely and you'll see some alarmingly loutish behaviour occasionally, such as the commandeering of a go-kart for a round-the-park joyride – sometimes with tragic consequences (represented by a horizontal stick man). Beefing up security is the only way to deal with this sort of problem but, if you want a laugh, cut right back on the muscle, throw in a couple of pubs

next to a log fume and wait. Be warned – fatalities are not good for business.

Rides in the park are accessed via pathways and queuing areas, shown in white and yellow respectively, and it's up to you to organise these properly. The amount of land available to you is not immense and you might find that your initial park layout is too generous in its spaciousness later on in the game when Capitalism With A Social Conscience has

outstayed its welcome and you just want to squeeze as much cash from the tourists as you can. Paths, tracks and queuing areas you can redo at will, but attractions can't be pulled down so easily. So plan ahead.

Fun Park is an immensely addictive game. The detail that's been packed into it (16K, remember) is extraordinary and, for £1.99 (or 99p if you choose to download it), it's difficult to see how its purchase could be anything other than a truly excellent idea.



Yay! The log fume! Now we just need to build a new pub to overlook it...



ABE'S MISSION ESCAPE

Total Computer Gang

(<http://tcp.speccy.cz/>)

(128K only)/Free download



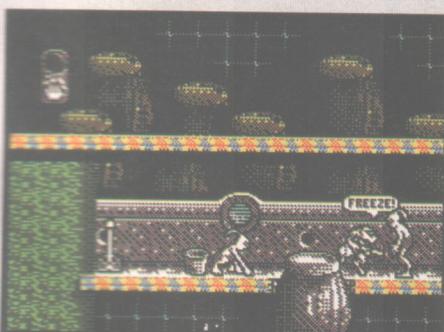
Martyn Abe is something of a celebrity in the PlayStation world, having appeared in the Oddworld titles Abe's Oddysee and Abe's Exoddus. Abe's Mission - Escape is an interpretation of these games for the Spectrum and has been put together by a rather large number of people in Eastern Europe. Written originally by Brothers in Russia, it was then translated into Czech and English by Wixet



Abe does that James Bond gun-barrel type-thing

and Zoom in collaboration with Sweet Factory of CI5. Finally, Zilog provided a handy bug fix when the original release didn't work properly. Quite a piece of joint work, then.

In Abe's Mission - Escape our hero has to flee his place of employment - the RaptureFarms meat-processing plant - when he finds out that the workforce of this troubled



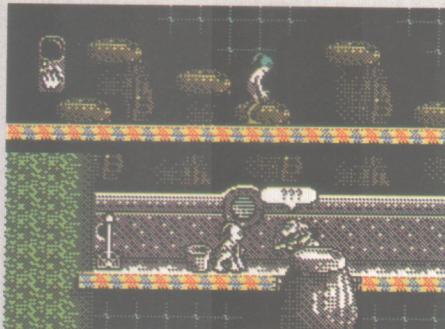
Abe tries to negotiate. Nearby, another worker doesn't realise he's about to become part of a recipe. It's so good to belong to something

company are to become the new ingredients for the New'n'tasty line of Scrab Cakes and Paramite Pies.

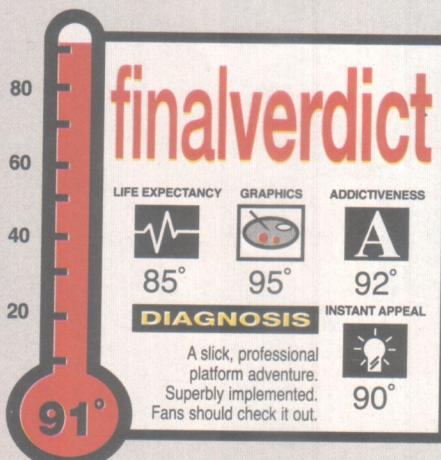
Yum. A true hero, Abe wouldn't think of leaving his colleagues behind to become meat products, so he plans a way of freeing them all too.

There are lots of impressive things about this game: brilliant graphics; great music; superb animation - Abe can walk, run, jump, tiptoe and even roll his way around the processing plant. Overall it plays like a game you'd have paid a tenner for back in the 80s - and you'd have had your money's worth.

One tiny thing to be aware of is that the game requires your 128 to be put into 'USR 0' mode before it's loaded. It's easy - just type 'USR 0' in 128 BASIC and hit ENTER. When the Spectrum resets to the 48K screen, load the game in the usual way.



Tiptoe tiptoe. Don't let the guard below hear you



JYSTICK JUGGLERS



Colin Woodcock Colin

looks back fondly on the legend that was YS, his favourite issue being 23. Why

that particular issue? Was it the cool Werewolves of London artwork on the cover? Was it the team's day trip to Alton Towers? No, it was Elite's amazing Batty game on the covertape. A corker of a game, and not commercially available at the time.



Martyn Carroll Martyn

confesses to being a bit of a Speccy mag whore, flirting between Your Sinclair and

Crash, his choice often depending on who had the best covertape. He even admits to dabbling with the dark side (Sinclair User). Favourite issue? That would have to be issue 36, 'cos it had TWO TAPES stuck to the front of the mag.



Dan Whitehead Scary

Dan's favourite issue is 93, the Big Final Issue. Not because it was the last one or anything, but because it was testament to the staying power of the YS. A Speccy mag published at the arse-end of 1993? Amazing. And with no free tape, it reminded Dan of the sweet days before the ugly covetape wars.

SCORES

90°-100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues - we guarantee it! Any game that rates an overall score of 90 or above gets the esteemed YS Megagame rating! It's a happening piece of software!

80°-89° PDG! (ie Pretty Damn Good!) A game that's worth digging deep into the old dosh bucket for!

70°-79° A very enjoyable game, but might not be of lasting appeal to everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy!

50°-59° Pretty average. Very average in fact. Actually, it's a bit crap.

40°-49° Um, below average.

30°-39° So sick it's due to be hospitalised.

20°-29° Very poorly indeed.

10°-19° Critical - not expected to last the night.

0°-9° Clinically dead.

SNOUTY'S ABOUT

Phil "Snouty" South looks back... sniff... at his time on everyone's favourite Speccy mag... sniff

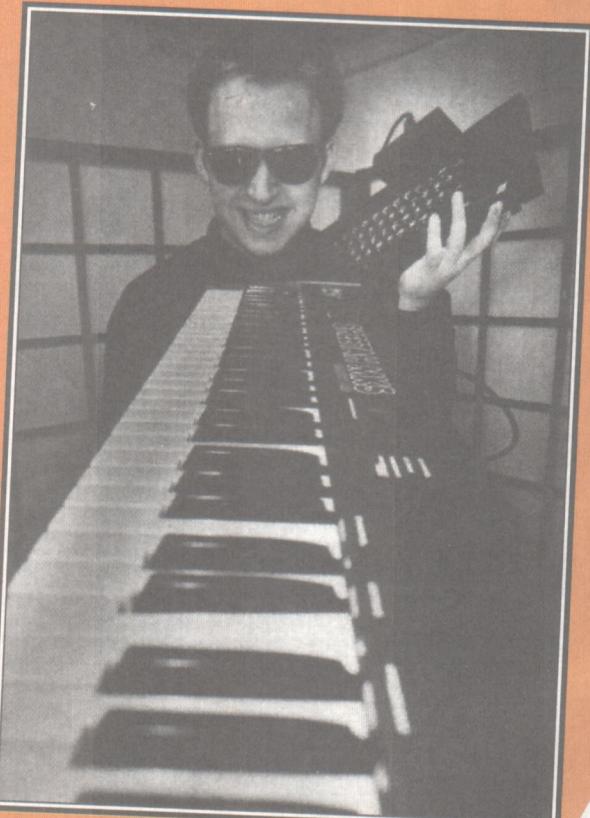
In the words of the great Andy Williams, "Where do I begin?" It's strange for me to think about my time at Your Sinclair, or YS as it is almost always known to fans and ex-workers alike. Strange for two reasons; the first is the big one – in two thin years it's going to be 20 years since I started work on the magazine. Ain't that a kick in the head? The second strange reason is that the legacy of the mag is so enduring. I'm constantly meeting people who were fans of the mag who say things like "you guys were the people who inspired me to write games/work for games mags/be a writer/buy a pair of fluffy slippers" and so forth. It all seemed to be such a short time ago but there it is in black and white. 18 years, a

lifetime ago... (*You're not going to cry are you? You better not. Ed*) No, I'm fine. I just have something in my eye, that's all.

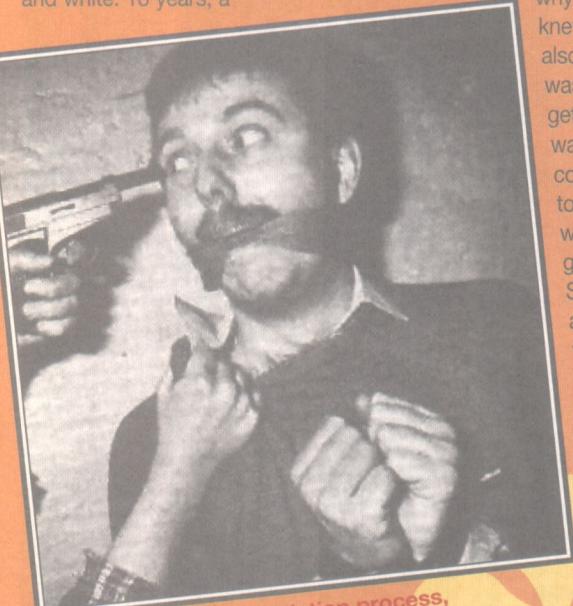
Back in the day, in this case 1984, I was a struggling young writer, just 24 and struggling because try as I might I couldn't get anything published. That and the duct tape I had wound around my body to make writing a bit more of a challenge. It was the early days of the computer games boom. The Atari 2600 game console had come and gone, having like so many of us peaked too early, and I was playing text-based adventure games on an Apple II with my buddy John

Molloy, when he asked me why I wasn't a writer yet. He knew I was a good writer, but also was keenly aware that I was a layabout and wouldn't get up to put out a fire if it was too far away from the couch. He introduced me to Kevin Cox, who was working for a very early games magazine called Software Today. It was an awful, cheaply produced title that reviewed any game on any console or computer going, which at this point wasn't very many. The Commodore 64, the MSX machines, the BBC Micro and a few other lame consoles were all we had, and the games market wasn't what you'd

call exciting. The boom was just beginning, and while all the manufacturers were trying to sew up the market, nobody was really in the lead. I still don't know to this day why the Spectrum succeeded and the MSX, Memorex and Dragon 32 died the death.



Well it just wouldn't be YS if this caption didn't draw attention to Phil's unfeasibly large organ



During a delicate negotiation process, Phil persuades editor Kevin Cox to increase his wages

*Yeah, I wondered about that. It's the opening line to the title song of the movie Love Story. Kinda touching, huh?

CONFESIONS OF A NON- COMPUTER USER

I worked for Kevin, reviewing a number of titles for the above machines, and I did so month after month. The cool (or dumb) part was that I didn't actually own a computer, so not only could I not write the reviews on a word processor, but I couldn't even run the games to see what they were like. I got around this obstacle quite cleverly by turning up at my local college, which by chance used Commodore 64s and BBC Micros in its computer lab, and convincing them to let me use the computers (providing I let them play and even keep some of the games). It was a sweet arrangement; I got to write the reviews, I got paid and they got a line on all the new games. It was a win/win situation. They let me write my reviews on a C64 word processor and print them out and this worked well for a couple of years. This was obviously before email became the norm so I had to post hard copy of my reviews to the magazine. How high tech is that?

After this I got a few other writing gigs for lifestyle and music magazines, cutting my writing teeth interviewing the creators of Max Headroom (and nearly getting sued I might add – long story), Richard O'Brien about the Rocky Horror Show game, and a number of music folk like Brian Eno and Peter Gabriel. I wasn't earning a lot of money doing this – the jobs were infrequent and I was a young married guy by this point. I ended up cleaning a factory on night work and writing during the day. So when Kevin called me and said he wanted me to write a freelance tips section for a magazine called Your Spectrum, I was more than happy to drop my mop and get the cheap coach up to London. This was my first real writing gig. I was embarrassed about my 'other' job so I tried hard to keep the cleaning thing a secret and never told the rest of the team why I had to go home early when I was up at the office. But Kevin found out and he was horrified, bless him, so he said to leave it with him.

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YOUR SPECTRUM

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The Spectrum Gets Tough

SCOOP
RASPUTIN
Russian And Read
The Review!

SPECTRUM SMASHES - WINTER SPORTS/SABOTEUR/TOMAHAWK/TAU-CETI
FAIRLIGHT - THE CASTLE MAP/DROID WARS-KILLER LISTING
GAMESREVIEWS•PROGRAMMING•CHARTS

Your Spectrum's first cover shows a bespectacled kid and shouts about Forth, keyboard buffers and chess tournaments

YOUR SINCLAIR
THE MAG THAT PUTS YOUR BRAIN IN THE BLENDER

JANUARY 1986 ISSUE 1

EXCLUSIVE
CONCORDE COMPO

Win The Trip
Of A Lifetime

YOUR SINCLAIR

That's more like it.
The first issue of
Your Sinclair
features helicopters
and soldiers and
guns and death

ON THE JOB

The offices of Bunch Books, as it was then known, were located a short way up Rathbone Place, a stone's throw away from the base of Centre Point at the crossroads of Oxford Street and Tottenham Court Road. Right in the heart of the city. Bunch Books was set up by Felix Dennis, one of the co-publishers of the notorious radical, tripped out, hippy magazine from the 60s, Oz. The way I understand it is that Felix founded his publishing empire on one-off kung-fu and pop music poster magazines in the 70s, and once it was established, he successfully rode whatever fashionable pop culture wave hit next. So naturally during the computer games boom of the early 80s, Bunch Books began publishing computer games titles. Under the slightly more serious sounding brand of Sportscene Specialist Press, a rash of computer titles broke out, like Mac User, Your 64, weekly IT news paper MicroScope, and finally Your Spectrum.

The Spectrum came out after the successful ZX80 and ZX81 computers, and as with all Sir Clive Sinclair's hair, sorry, hare-brained schemes, it was an attempt to bring something revolutionary down in price so it



YES. From left to right – Marcus Berkmann, Darrell King, Phil South and Peter George

was accessible to all. He's a visionary, old chrome dome, but unlike almost all his other bald, erm, bold endeavours, this was a success - this was the right product at the right time. It's hard to describe the excitement that this simple tape loading 48K computer caused, but it was big. Other magazines - like the wonderfully trashy Crash and the more sombre Sinclair User - also cashed in on the popularity of everyone's favourite rubber-keyed button box. But I like to think, in all seriousness, we were the best.

The name change to Your Sinclair came quite soon after I started, and that (as far as I remember) was just a re-branding exercise.

The content of the magazine didn't change much, but the design was made much smoother, more like a lifestyle mag. And that's kind of how we saw it. We didn't want to be Byte or PCW, we wanted to be Smash Hits, and if it's not too immodest I seriously think we were the nearest computer gaming equivalent. Our remit was simple – to inform and entertain, and not necessarily in that order. In fact, in a pinch, if there wasn't that much information we could just stick to being funny. We had the coolest and best people working for us. Originally it was just me, Teresa Maughan (who really was as yummy as she looked) and Kevin in a ground floor office sweating over the mag, served by a number of freelances like Andy Robson, John Minson, Max Phillips, Pete Shaw and Mike Gerrard. But we needed a team, a core team to ramp up the quality of the writing. We needed synergy. So we advertised for writers.

advertisers for writers.

When Marcus Berkman first came in to interview I thought he was a bit too posh, and probably wouldn't fit in. Actually we got on like a house on fire, but as you know house fires can be dangerous. Marcus was a writer and critic who specialized in wry comedy. I was a writer who specialised in surreal jokes about ninja costumes and fluffy slippers. We spent a couple of years getting paid for playing games and laughing at our own jokes. It really doesn't get any better than that.

BOOM, SHAKE THE ROOM

The boom happened and suddenly computer games were the new pop music. I was writing game reviews but also tip pages, and the YS Tipshop was my regular feature on the magazine. I would wade through mail from the readers and pick out the best tips and print them. Apart from that I used to do a lot of the big walkthroughs. I would play a game through to the end and take a series of screen shots as I went. I spent a lot of time in the kitchen at the back of the ground floor, in the dark taking

Hack Free Zone eventually became YS TipStop as of issue 23

shots of the screen with a camera on a tripod. It was all so different from the modern age of screen capture and Action Replay infinite lives.

We actually took the conscious decision to focus our attention on the people who made the games, and had some regular characters who would always crop up, like Ocean's Gary Bracey, US Gold's Richard "Fluffy Slippers" Tidsall, and of course the excellent Gargoyle Games guys Greg Follis and Roy Carter (who were really funny guys but most of what they said was *totally* unprintable). We interviewed a lot of the games writers, and this was a time when a lot of the programmers were doing their work in back bedrooms, on their own. Anyone could code a game and market it, but once the major labels got involved things began to change. During my stay at YS we saw the first crop of games that were created by teams, and it's pretty much stayed that way ever since.

Despite this, at least initially, the games business was a like a very small town, where everyone knew each other, news travelled fast, and where people slept with their sisters and had babies with two heads. It had delusions of grandeur, actually, and while most people thought it was like the film or music business, it was actually really small time. We did all the promotions for the magazine ourselves, and visited a number of Sinclair computer conventions and shows, with all the team turning up to work the stands, sell subscriptions and meet and greet our public. We even signed autographs, for crying out loud. Sir Clive Sinclair turned up a few times too, and while he had no clue who we were, we pretended to the punters we were really tight. Plus I had a bunch of badges printed containing the words "I've got big tips" and we handed them out to visitors. It was the perfect YS joke – saucy, punny and yet perfectly PG certificate to the naked eye. Ah, happy times.

HERE ENDETH THE LESSON

Writing this piece has been great. I remembered so many things I'd long forgotten; so many days and nights of writing and thinking of jokes with Marcus. I did spend most of the nights totally plastered, but in my defence I have to say that Marcus bought most of the lager. I was one of those "first in the door, last to the bar" kind of guys and I'd like to thank Marcus here, publicly, for being well brought up enough not to point that out to me at the time.

Abiding memories? Writing comic strips



T'zer and Caroline Clayton getting down together

with Charles Peattie ("Alex") and Chris Donald ("Viz"), nearly being run over while at my desk one morning, and Marcus and I being made up to look like the gayest pantomime dames in history for a centre spread.

It was a pivotal time in the games business, and the very stuff on which this esteemed organ is based. We knew even at the time that what we were doing was something really cool. And the games - the *games!* As you know the games were tiny 48K computer programs, with no great graphics or sound to speak of, but they have really stood the test of time. It's amazing, isn't it, how restrictions can bring out the best in people? The same went for us at YS. That's a lesson for life, I think.

THE END. MY FRIEND

Towards the end of 1988, I was getting itchy feet. I know – why would anyone pass up the opportunity to work at YS, play games, drink beer and daydream all day? Well, several things. My freelance career was taking off and I needed more time to devote to that, plus I was considering moving out of the orbit of the M25 and heading West. There's only one thing better than hanging out with cool people and

playing games all day in a cool London magazine office, and that's writing in your dressing gown after having got up at 2pm and going back to bed after you've finished. As I said earlier, I was deeply bone idle. Well, in actual fact I'd been working very hard, and was burned out. I needed a little more quality of life.

So my wife and I moved to Somerset, to a nice cottage in a quiet little farming village near Frome. We raised kids, we chopped wood, and I wrote a few books and edited some others. I wrote about 1,000,000 words for various Future magazines. YS followed me down to the West a few years later, when Matt B and *Andy Dufresne* joined them.

Andy D were running the show. I dunno. After Sarah Biggs, Marcus, T'zer and I left, there wasn't really much of the old YS left. I like to think we took all the talent with us, but hey that's just me being immodest. Jackie Ryan, everyone's favourite pocket cutie and replacement for Sarah.

replacement for
did a swell job, as did Matt
and the others who came
after us, but it was never
really the same. For
example, I used the
word "wibble" and
many other nonsense
words which were
actually South family
jokes between me and
my brothers and sister.
To see them being
recycled years later in the
Future version of the mag just
left a funny taste in my mouth.

T'zer, Marcus, Sarah and I all left the mag to grow up, basically, and have grown-up careers and kids, and yeah – we all lived happily ever after. None of us could have dreamed the lasting impact YS would have, and it's great that people remember, that we made a mark somehow in games history. Maybe we should all get together on the 20th anniversary in a couple of years time and make a one off magazine of jokes, memories and game reviews. Or maybe it's more fitting if we just get together, drink a lot of lager and laugh at each other's jokes. Just like old times.



Phil these days. Still acting up for the camera (Grow up man! E)

PARTY WILLY

Broadsoft
[www.geocities.com/andrewbroad/
 spectrum/willy](http://www.geocities.com/andrewbroad/spectrum/willy)
 (48/128K)/Free download



Dan In case you didn't know, Manic Miner and Jet Set Willy remakes are plentiful. They range from the stunningly beautiful – for example, Maria vs Some Bastards by Vidar Eriksen – to the devilishly difficult. Most of the remakes by Dr Andrew Broad (aka Broadsoft) fall into the latter category and Party Willy is no exception to this rule.



The loading screen. So simple – a simple screen for a simple game, right? Think again

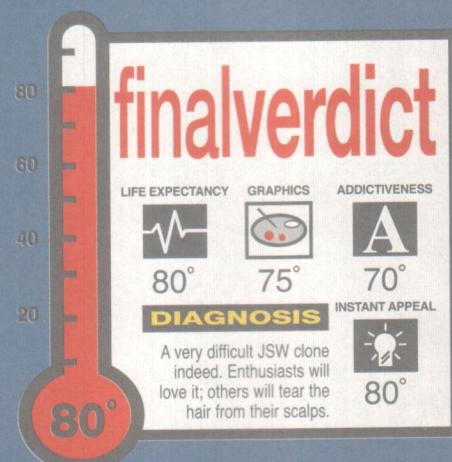


Dick's place. Naturally the green plants will kill you. And the redhead. Off you go then...

Following on from such titles as MM: The Buddha of Suburbia, JSW: Goodnite Luddite and MM: Ma Jolie, not to mention Dr Broad's own authoring tools Manic Miner Screen Editor and the Jet Set Willy Construction Kit (all of which can be downloaded for nowt at the address given), Party Willy sees our hero on the verge of marriage to his long-suffering housekeeper Maria, and comes in two parts. In part one you must guide Willy home from his stag night at best mate Jet Set Dick's house (on the other side of Surbiton), whilst in

part two Willy must seek absolution for his sins ("wilful drunkenness, fornication, trespassing on private property, theft, cheating at computer games, listening to 'bad' music and receiving Holy Communion in the state of mortal sin") in order to marry Maria in The Chapel. Bless.

Written for "Advanced JSW players" Party Willy requires concentration, skill and determination in no small measures, and if you're not a Willy fan you might find your spirits begin to fall rather quickly. If you can stick with the game long enough to work through the feelings of despair and hopelessness you'll emerge victorious to a challenge well met. For the rest of us there's an infy lives poke in the help file.



FIRE AND ICE

n-Discovery Group
www.n-discovery.narod.ru/games.htm
 Free download
 (128K TR-DOS disk image)



Colin Wizard Druidle is at it again, trying to melt away Coolmint Island and its peaceful inhabitants.

Something's got to be done to stop him, of course – you can't just let whole islands melt away like that. The person on whose shoulders the problem is to be dropped is novice wizard Dana, especially empowered with Ice Magic by the Queen of the Winter Fairies. Quite why the Queen can't be arsed to deal with Druidle herself and chooses such an important job to a newbie isn't made clear, but we can all guess at the quasi-democratic machinery underpinning those sorts of decisions. Ahem.

Fire and Ice is a simply superb piece of Spectrum software – a brilliantly

presented, very addictive puzzle game in the Boulderdash ballpark. Eighty-nine levels. Excellent music. Great graphics, including some very effective interlacing effects. But there is a catch. Fire and Ice is a TR-DOS game, which means it runs from a 640Kb 3.5in floppy disk connected to your Spectrum via a Beta Disk Interface – a British product that didn't sell very well over here, but that was rapidly incorporated into Russian Spectrum clones such as the Scorpion and the Pentagon. Since it's unlikely you've got any of these lying around, the upshot of all this is that you're going to have to get hold of an emulator supporting TR-DOS

if you want to experience this game. It is worth it though. You'll be astonished at what it's possible to achieve with a disk system and amazed that we Brits stuck instead with good old cassette tapes whilst our Soviet friends laughed themselves sick. Ahhh, the good old days...



An evil wizard named Druidle sent Flame Monsters to the island.

Coolmint Island at the mercy of Druidle. Does the Queen care? Apparently not



Zap ice blocks with your magic wand. Push free-standing blocks onto flames



MORE TEA, VICAR?

Ah, the side-scrolling blast-em-to-bits shooter. There are quite a few great examples of said shooter on the Spectrum, with titles like R-Type and Zynaps numbing the thumbs of many a joystick junky, and now there's a new game to test your finger-twitching skills. Step up the bizarrely named *More Tea, Vicar?*, developed by Jonathan Cauldwell and Javier Alcaniz and soon to be released by Cronosoft. *Martyn Carroll* went along to find out more!



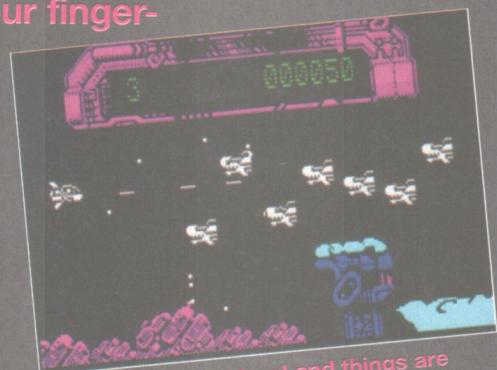
Jonathan's been working on *More Tea, Vicar?* for some time now, by all accounts. Quite when the game will appear is not entirely clear, so I cornered him in a dark alley and demanded answers. "It's quite close to completion," he told me. "Aside from a few final touches the code is all written, and Javier is currently designing the graphics for the final level. Hopefully the game will be finished in a matter of weeks." Great, not long to wait then. But what about that wacky title? It certainly doesn't sound like the hardcore blaster I've been promised. "A Speccy enthusiast called Philip Bee suggested a plot which made me chuckle," explains Jonathan. "It involved a black marketeering vicar and part-time bounty hunter speeding through the galaxy with a cargo of Earl Grey tea on board. Some nasty aliens have heard about his illicit cargo, they're desperate for a cuppa, and the kettle is on..."

OK, it all makes perfect sense now. Plot aside, *MTV?* is a full-on arcade action-fest that doesn't pander to the wimpy skills of modern gamers. However, I must say that I found the going a little too tough in places - it takes several shots to kill each alien baddie - but as Jonathan explains: "Difficulty is a relative thing and some will find it harder than others. The second level has been tweaked to make it slightly easier, but from then on life will get progressively tougher as you would expect. I'm quite sure that within days of the

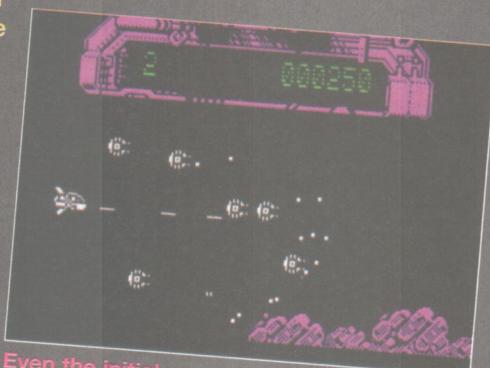
game's release there will be an infinite lives POKE for it somewhere on the Internet anyway."

Judging from what I've played of the game so far, everything is looking mighty fine. Jonathan's built himself something of a reputation in the technicalities of smooth sprite animation and this combined with Javier's superb graphics make the game a visual treat for Speccy fans. What's more, I've heard rumours of a secret game inside somewhere. "So you heard about that then!" says Jonathan, surprised. "Yes, there's one in the playable demo that's on this month's YS Smash Tape (*You'll find it on the Retro Gamer coverdisc. Ed*) which can be accessed by pressing the two Spectrum shift keys together on the title page. There will probably be a different secret game, and method of accessing it, in the final version which you'll have to find for yourselves."

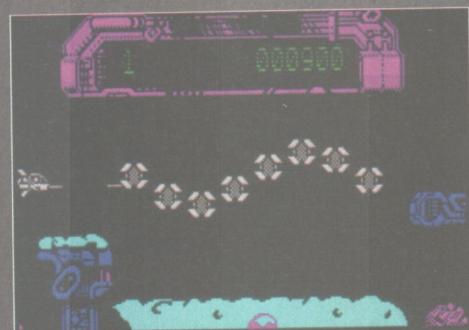
Before I said my farewells, I asked Jonathan about the game's influences. "It's hard not to be impressed by Zynaps. Technically it's a marvellous achievement, and it had bucket loads of playability. That aside, *MTV?* borrows most from a couple of other classic shooters. R-Type is an obvious one, but then there's an old Amiga game called Menace, which is a particular favourite of mine. Alas, they don't make them like that anymore." I couldn't agree more.



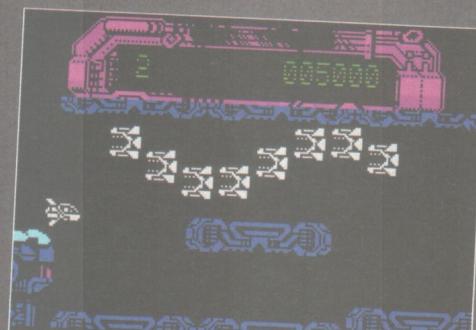
Early into the first level and things are already looking problematic



Even the initial wave takes some beating. Hopefully the auto-fire button on your Quickshot II still works



No time to admire the scenery with all these hostile aliens abound



Think I'll just pop down underneath this blue platform

HINTS 'N' TIPS VS TIPSHOP

The door to the Tipshop creaks open for the first time in over ten years. Step inside, push the cobwebs away and help yourself to some mouldy old tips well past their sell-by date. Yum.

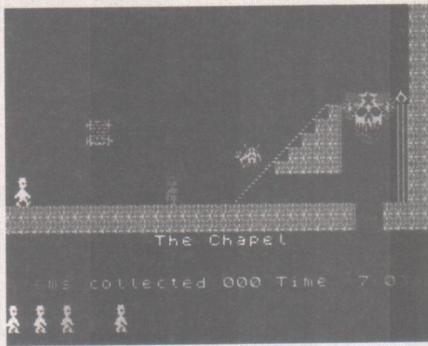
Good evening, constabubble. No, I'm perfectly fine. Not tipsy in the slightest, ossifer. I mean, officer. Yes, I have been to the local tipshop. No, no, no. I merely had a few ales, and some tints and pips. Tips. Hints. Tips and tips. A poke? Saucy! I don't think that's any of your business. Ooh! Your hands are very cold, mister pleeceman. Oh... go on then. Meet us round the bus shelter in five minutes and leave your helmet on.

Aah, the good old days of hints and tips. When games were delightfully hard, and a good POKE was all you needed to sort things out. Oh yes, vicar. Travel with us now back to that glorious time, thanks to the fine, fine fishmongers at www.the-tipshop.co.uk – your family Spectrum tips haberdashery since 1804 (or about five past six in real money – Ed). We asked them which games you tip-hungry funsters constantly request. They told us. Now, we tell you...

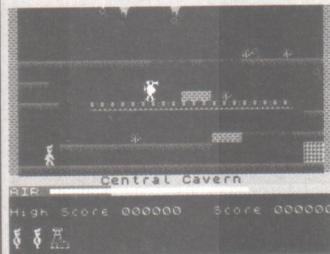
JET SET WILLY

Keep your Willy safe by keeping it in your pants. Also, these POKEs might help. You need to MERGE the loader program and add the POKEs into a new line 35, then type RUN and start the tape again.

Infinite lives:
POKE 35899,0
To stop deaths by heights:
POKE 36477,1
To obliterate all moving objects:
POKE 35123,0



MANIC MINER

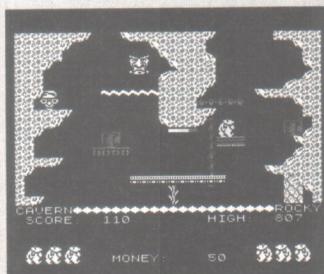


Mining is a darn hazardous occupation. Cave-ins, gas pockets and giant boots descending from the sky to squash you flat. Hop around this classic game by using this cunning method...

Type 6031769 while you're in the Central Cavern and a boot will appear near the lives counter. To access any of the other 20 levels, simply hold down the following keys at the same time (for more air just press the number of the screen you're on again). Note that this cheat only works with the Bug-Byte version of the game.

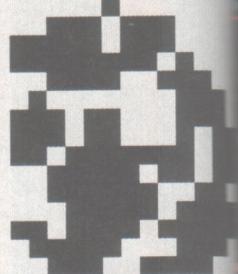


AUF WIEDERSEHN MONTY



Moles are fragile creatures. One blow from a cricket bat can burst their little fuzzy heads wide open.

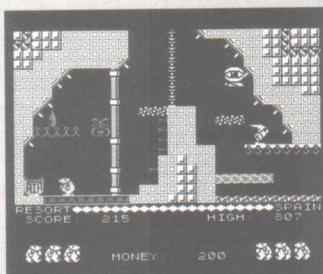
One solid stamp of a boot can crack their tiny bones like a bag of Twiglets. Trust us, we've tried. No such bother for Monty – this monster POKE makes him utterly invincimole.

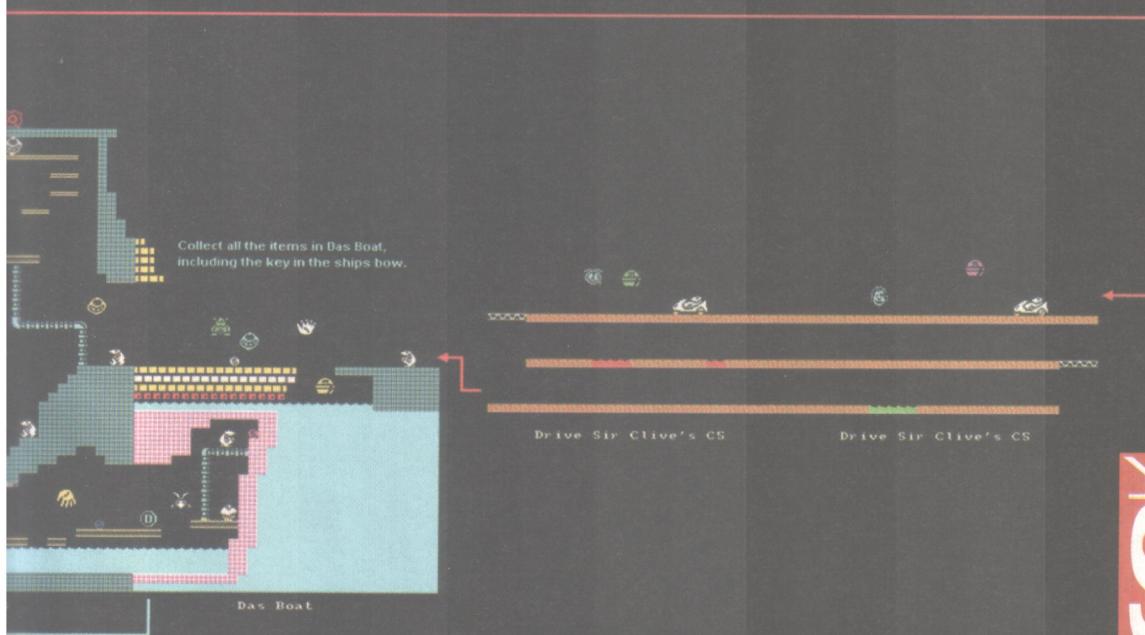
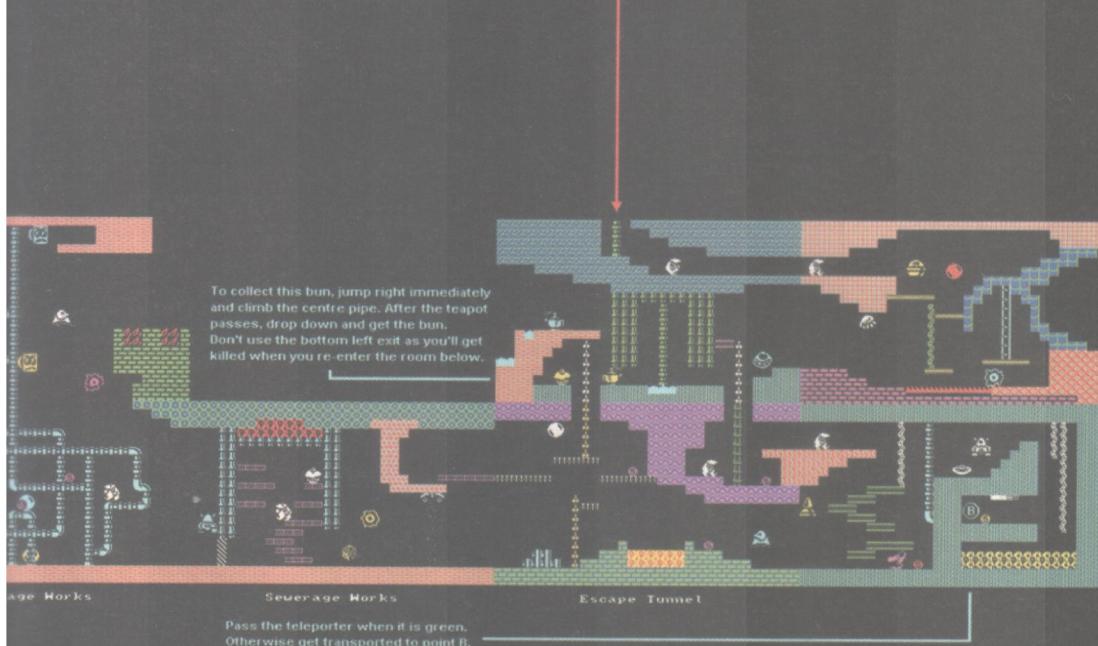
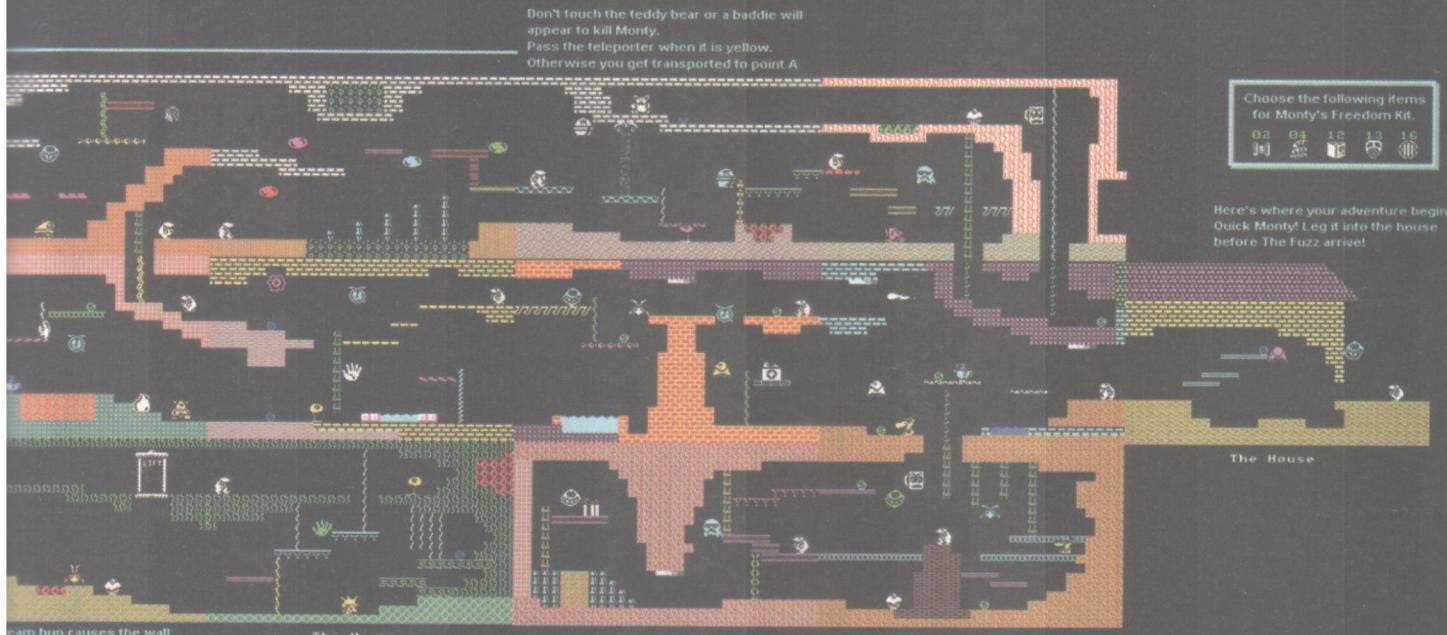


Central Cavern: 6
Cold Room: 6 & 1
The Menagerie: 6 & 2
Abandoned Uranium Workings: 6 & 2 & 1
Eugene's Lair: 6 & 3
Processing Plant: 6 & 3 & 1
The Vat: 6 & 3 & 2
Miner Willy meets the Kong Beast: 6 & 3 & 2 & 1
Wacky Amoebatrons: 6 & 4

The Endorian Forest: 6 & 4 & 1
Attack of the Mutant Telephones: 6 & 4 & 2
Return of the Alien Kong Beast: 6 & 4 & 2 & 1
Ore Refinery: 6 & 4 & 3
Skylab Landing Bay: 6 & 4 & 3 & 1
The Bank: 6 & 4 & 3 & 2
The Sixteenth Cavern: 6 & 4 & 3 & 2 & 1
The Warehouse: 6 & 5
Amoebatrons' Revenge: 6 & 5 & 1
Solar Power Generator: 6 & 5 & 2
Final Barrier: 6 & 5 & 2 & 1

10 CLEAR 32767
20 LET T=0
30 FOR N=40000 TO 40032:
READ A: POKE N, A: LET
T=T+A: NEXT N
40 IF T-3049 THEN PRINT
"DATA ERROR": STOP
50 POKE 40021, 186
60 POKE 40024, 164
70 POKE 40028, 160
80 POKE 40031, 144
90 LOAD ""CODE
100 RANDOMIZE USR 40000
110 DATA 33,78,156,17,153,
129,1,19,0,237,176,195,0
120 DATA 128,205,86,5,62,
201,50,99,0,50,176,0,175
130 DATA 50,179,0,50,138,0,201

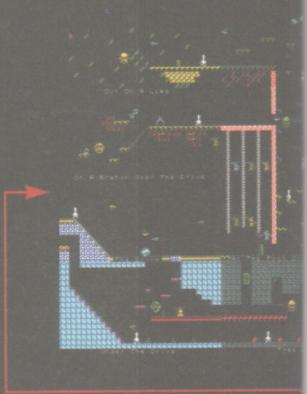
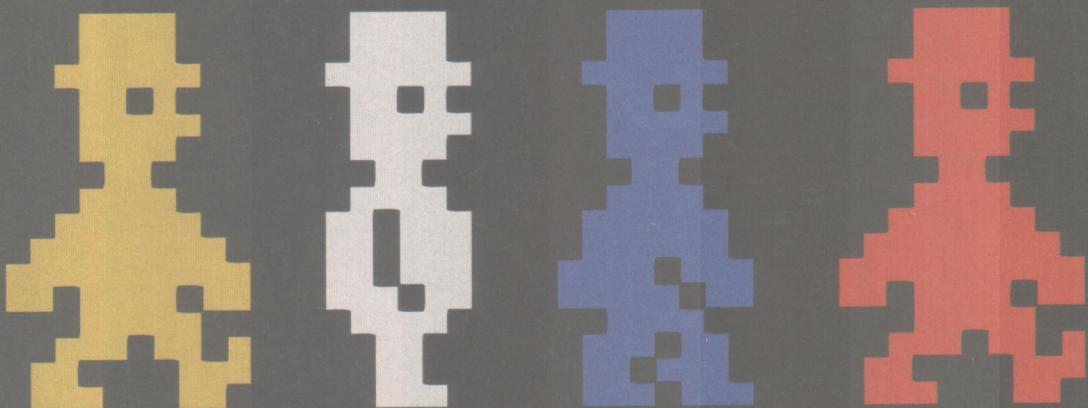




YOUR
SINCLAIR

JET SET WILL

Mapped by Nigel Fishwick



LY2



YOUR
SINCLAIR

MONTY ON THE RUN

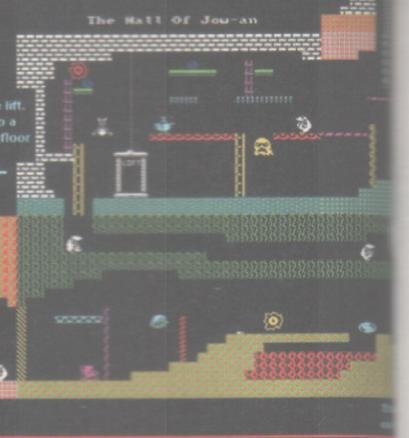
Mapped by Nigel Fishwick



You need to collect this object.



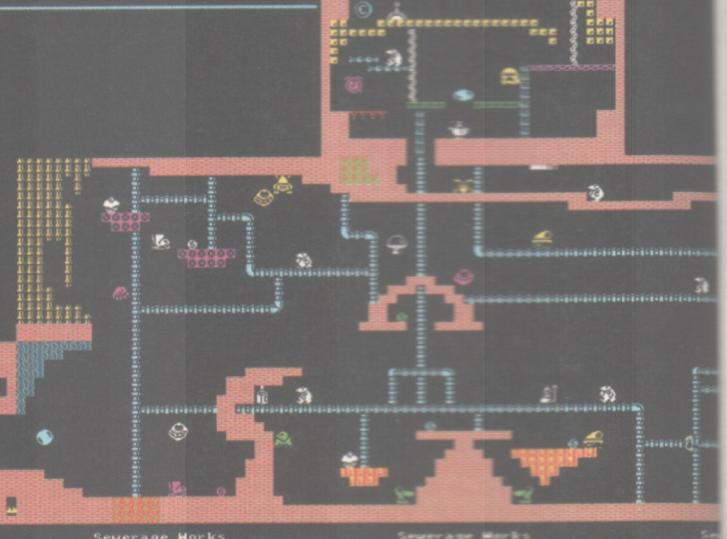
Take care to jump over the lift. Otherwise, bear witness to a plummeting lift / mole / hard floor interface...



You need to collect this switch to fill in the floor in the "HELP" room.



Pass through the teleporter when it is blue. Otherwise, be transported to point C.

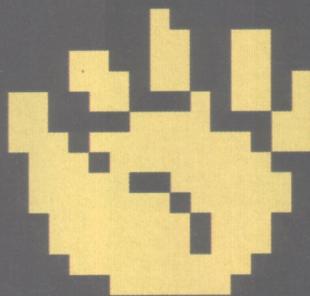


Collect all the items in the Sewerage works.

Touch the flashing square and... Hurrah! Monty has escaped the clutches of the law!



Pass the teleporter when it is white. Otherwise get transported to point D.



SCORE: 06300 HISCORE: 04550

Das Boat



ROBOCOP

Who'd have thought it. Over 15 years since it was first released and Ocean's Robocop is still top of the Speccy charts! If you're still stuck in old metalhead's first adventure, here are some handy hints. Thank you for your co-operation, stay out of trouble etc etc.

Level 1 - The Street

Always keep moving, shooting the thugs on the street, but leaving most of the guys up in the windows in order to save time and ammo. Watch out for the guys with chainsaws as they're deadly!

Level 2 - Alleyway

Your best bet is to shoot the mugger's elbows. Don't try shooting through the woman's skirt like in the film 'cos it doesn't work. Shame.

Level 3 - Street revisited

Same as level 1 but a bit tougher. The motorbikes can be a pain, because if you don't destroy them as they whizz past, they come back from the other side of screen.

Level 4 - Photofit

You need to peace together Emil's face before the timer runs out. Be careful when



matching the chins as they're all very similar looking.

Level 5 - Crack den

Work your way through the factory, busting druggies as you go. There are stairs to negotiate, so watch out for people shooting you from above.

Level 6 - ED-209

This big metal baddie is surprisingly easy to destroy. Keep down, but every time he reloads, walk towards him. When you're close, stand up and punch his metal mug three times to finish the job.

Level 7 - OCP

Similar to level 5, only this time you're trying to get out of the building. Use the lifts to go down, shooting the thugs as you go. Time is quite tight here so you need to keep moving.



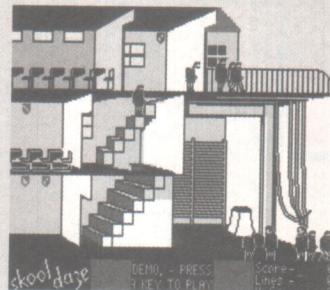
Level 8 - Scrapyard

This is a tough level, as some of the thugs have got Clarence Bodddicker's super-gun. But, you can grab the gun yourself and use it on the baddies, including another ED-209 at the end of the level.

Level 9 - Dick Jones

Remember level 2? This is the same, only tougher as Dick doesn't show much of himself. As before, aim for his elbows and The Old Man will soon be safe. Boof! Done! Now go home.

SKOOL DAZE



Want to be able to take infinite lines without ever being expelled? Anyone? Bueller? Bueller? Type this in, then lipsync to Twist & Shout like a silly prat.

10 LET T=0: FOR F=59857

TO 1E9

20 READ A: LET T=T+(F-46500)*A

30 IF A=2 THEN GOTO 60

40 IF A>255 THEN GOTO 80

50 POKE F,A: NEXT F

60 IF T<52720194 THEN STOP

70 RANDOMIZE USR 59857

80 LET F=A: NEXT F

90 DATA 221,33,203,92,17

100 DATA 75,1,62,255,55

110 DATA 205,86,5,48,241

120 DATA 62,230,50,48,93

130 DATA 33,0,0,195,108

140 DATA 30,33,9,234,17

150 DATA 185,128,1,14,0

160 DATA 237,176,33,161,128

170 DATA 14,21,17,145,129

180 DATA 237,176,33,149,129

190 DATA 34,161,129,195,47

200 DATA 128,0,62,195,50

210 DATA 125,128,62,129,50

220 DATA 127,128,195,139,128

230 DATA 181,177,144,141,139

240 DATA 151,33140,221,

124,254

250 DATA 129,40,3,221,117

260 DATA 204,217,221,9,217

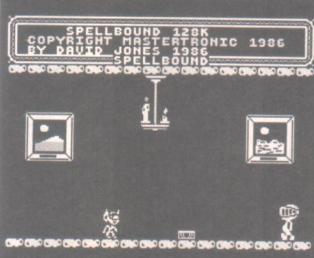
270 DATA 58,134,128,254,32

280 DATA 40,8,62,201,50

290 DATA 192,249,195,134,128

300 DATA 33189,195,117,129,2

SPELLBOUND



Magic Knight, so much like Vegas conjurors Siegfried and Roy, but with 97% less tiger mauling. To be immune to all damage (including feline assault) simply type and run this tiny listing before loading...

```
10 CLEAR 26060: LOAD"""
CODE 16384: RANDOMIZE
USR 23296
20 POKE 35101,195: POKE
35102,59: POKE 35103,106
30 RANDOMIZE USR 26627
```

TIR NA NOG

We once knew a guy called Neil Na Nog. Funny bloke. Had a wooden spine. Talked like a goose. Hated wax. Thought all salad was evil. Here are some Multiface POKEs for Neil's dad, aka Tir Na Nog.

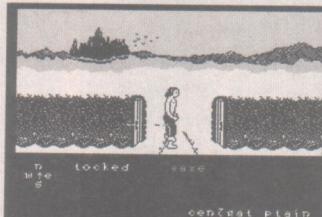
No Sidhe: POKE 34202,200

Safe Sidhe: POKE 33727,24

No Olweed: POKE 31365,201

Safe Niathir: POKE 30801,195

Unlock Doors: POKE 35421,24



LORDS OF MIDNIGHT

Want to walk through monsters? Travel at night? Then simply get a job on Britain's hi-tech rail network! Alternatively, type in this listing before loading Mike Singleton's ace adventure.



10 CLEAR 65535: POKE 23570,16

20 PRINT AT 9,6; "START TAPE"

30 LOAD "" CODE 16384

40 FOR F = 23317 TO 23335:

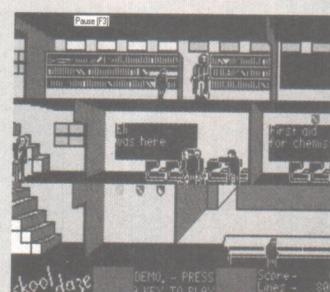
READ A: POKE F,A: NEXT F

50 DATA 33,0,0,34,99,253

60 DATA 34,14,8,96,33,24,62

70 DATA 34,195,98,195,117,96

80 RANDOMIZE USR 23300



GREAT MOMENTS IN YS HISTORY

The events, happenings and strangeness that made Your Sinclair the daddy of Spectrum games mags...

FARTY THE WARTHOG

Poor Jonathan Davies. Not only was he lumbered with a flatulent warthog as a surprise pet, he was also subjected to the porcine beast's unexpected demise (Farty's last words: "BANG") and was subsequently haunted by the ghostly porker. Some claimed that Farty didn't really exist, yet those who enter the ground floor store cupboard at Dennis Publishing are still faced with a pungent, sulphurous odour that suggests otherwise...



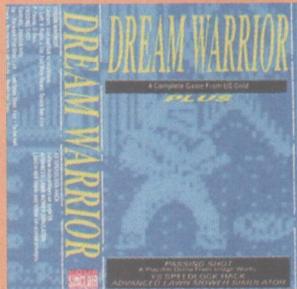
ADVANCED LAWNMOWER SIMULATOR



Hard to believe now, but back in the Spec days, it was normal for a magazine to give away five, six, even seven games on their cover tape. Some in the industry grumbled that this devalued the game product, and would lead to

the 'I want it for free' mentality in the consumer, which still blights games today. But there's one game that proves this to be the bucket of cold nonsense it clearly is – Gardensoft's seminal Advanced Lawnmower Simulator.

Had this intricate and complex wonder of game design been put out for commercial sale, it would doubtless have dominated the charts for the next 10 years. No other games would be sold, because no other games would be required. Advanced Lawnmower clans still meet today to swap tips and discuss the best ways to use the Flymo Grass-Chum. By giving this game away for free and removing it from the sales arena, Your Sinclair actually saved the games industry from utter ruin. Think about it. And then cry, you lowly dogs.



DREAM WARRIOR

Meet your way through the dreams of the Dreamer, fighting off his inner self, the shadowy Psychotic Images, and fending off attacking Dreams Demons as you go.

PASSING SHOT

Polish up your football skills and other marking abilities in this realistic tennis game.

YS SPEEDLOCK HACK

The Hackers are back!

ADVANCED LAWN MOWER SIMULATOR

One man went to mow!

WHISTLIN' RICK WILSON

During the blood-soaked Cover Tape Wars of the 1980s, many weapons were deployed in a bid to entice readers into parting with their hard-earned wonga. Brutal knife fights took place in multi-storey car parks to decide who would get first dibs on the Army Moves demo. Seven people died in an explosion following an attempt to secure exclusive rights to Joe Blade 3. But perhaps the most controversial tactic came from Your Sinclair itself, when it unveiled the musical bio-weapon known as Whistlin' Rick Wilson.



Part club singer, part Humperdinck, part Rick Astley, his specially penned ditty – "Hold My Hand Very Tightly (Very Tightly)" – was an expression of potent erotic longing, powerful enough to turn women to jelly, men to stone and the clergy to drink. Backstage rumour has it that both Pop Idol and Fame Academy were veiled attempts to draw the legendary crooner out of hiding but, his work done, Whistlin' Rick has vanished into the mists of pop history forever, safe in the knowledge that his legacy is untouchable.

BATTY

Giving away games and demos with a mag was common. But giving away good complete games that had never even been near the shops – that was something else. Following a half-hearted start with Road Race (a rather limp racer that had been rejected by Ocean), YS really struck gold with Batty, a fiendishly addictive Breakout clone from Elite, which took the Arkanoid model and added even more features. The game was so good, and so popular, that Elite would later include it in commercial compilations. And it cost YS readers precisely nowt pence to enjoy. Gawd bless 'em.



LOVE IN A COLD CLIMATE

"That's Michael Fish – one of the most brilliant people in the country!" So begins one of the many YS diversions into the pointlessly hilarious – a photo love story that has zilch to do with games, Spectrums or indeed anything other than the YS crew mucking about. The tale is a steamy and sensual one, as boring Brian (Matt Bielby) drives his girlfriend into the arms of rockabilly sex-muffin Darren (Dave Wilson) thanks to his tedious obsession with the weather. The saga ends on an uplifting note: "I can only snog you till nine o'clock, cos I've got to tune the carbs on the motor. But I do love you."



THE SCI-FI NIPPLE SAGA

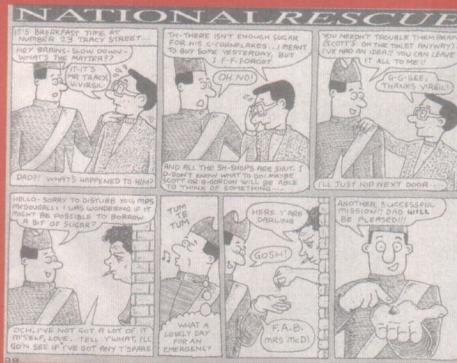
As seems to happen at regular intervals, 1987 saw a big kafuffle about sexism in games ads. For Barbarian, Maria Whitaker posed with Wolf from Gladiators, wearing naught but a fury bikini. Martech tried much the same thing with Vixen, using Page 3 'stunna' Corinne Russell wielding an unconvincing whip. US Gold even got in on the act, advertising its Psycho Pigs UXB puzzler with a scantily clad filly and the caption "I know which one I'd rather play with." It was obviously an outrageous scandal, and male teenage readers were mortified at the lack of respect for wimmin being displayed.

But the game ad that caused the most outrage was for Game Over, a rather tepid shoot-em-up from Imagine. The problem? The game's lurid artwork featured a sci-fi hussy in a cyber-bra – and you could clearly see a bit of her nipple poking out. Disgusting. Most mags covered the offending nip up with a screenshot, or some hastily added bra bits. Your Sinclair, on the other hand, gave its readers a giant poster of the original artwork – with the sci-fi nipple in all its pert glory. Geezer.

NATIONAL RESCUE

Many games mags experimented with comic strips based on game characters. Lunar Jetman graced the pages of Crash for many years, Monty Mole appeared in Sinclair User a few times, and Gremlin's Jack the Nipper starred in YS courtesy of the Viz artists. But all pale in comparison to the surreal wonder that was National Rescue, the brain burp of Duncan MacDonald.

Following the non-adventures of the Tracy brothers, who operated their dim-witted rescue franchise from a house in Croydon, the average instalment would see the heroes going to the shops or borrowing some sugar from a neighbour. Meanwhile, thousands would die in a preventable disaster elsewhere. Relevance to games? Zero. Relevance to funny? Very much, thank you please.



THE PICO FAMILY

Starting with goggle-eyed fortune-teller Madame Pico, this bizarre brood answered readers' queries on all non-game-related matters – "Help! I'm stuck up a tree" went one typical letter. When Madame Pico went on holiday, never to return, Bud Pico took

over and served up DIY tips involving Rice Krispies. Bud was eventually replaced by mad scientist Femto Pico and his hippy sister Soya. Rumour has it that the Pico Family are still out there. Somewhere. Watching. Always watching...

A TASTE OF VIZ

If there was one act that set Your Sinclair apart from the Spec-mag herd, it was YS's alliance with the potty-mouthed maniacs at Viz. Bundling a free sampler of the lewd adult comic with the kid-friendly games mag was, from a kid's point of view, the best thing ever in the history of ever. From a parent's point of view, however, it was time to dust off the old "Ban This Sick Filth" placards and march on YS Towers. The Mini-Viz was actually a heavily toned down affair, but that didn't stop some newsagents hiding it under the counter and refusing to give it to underage readers.



PUTTING READERS OUT FRONT

Ask anyone involved in magazines and they'll tell you that it's the voices in their head that make them do bad, bad things. Ask them again once they've taken their medicine and they'll tell you that the cover is a vital tool in getting people to pick up and buy a mag. Choosing the right image is paramount. So what kind of crazy folks would let a reader draw their cover art? The crazy folks at YS, of course. To tie in with Indiana Jones and the Last Crusade, YS offered readers the chance to scribble their own artwork for the cover. The result may not have been a masterpiece, but it showed where YS's heart was. In a jar, under Matt Bielby's desk.



OOH, YOU POOR DEAR

Your problems solved by Madame Pico



BUD PICO'S



FEMTO PICO



Weird Science Software

(<http://wss.sinclair.hu>)

(48/128K)/£1.99



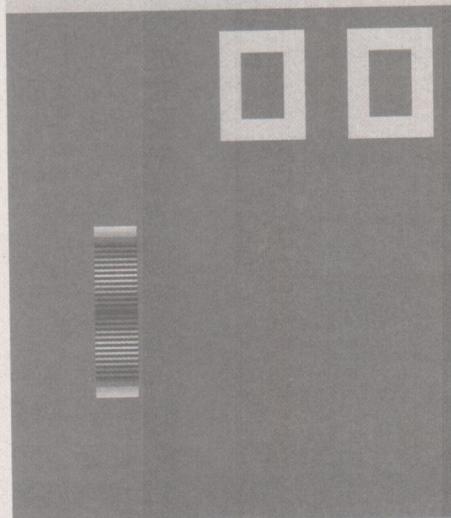
Is it the future or is it the past?

Players unfamiliar with the Spectrum's limitations might consider TV Game to be a definite rewind down the videogame timeline. It is, after all, a version of Pong - a game hardly known for its bells and whistles.

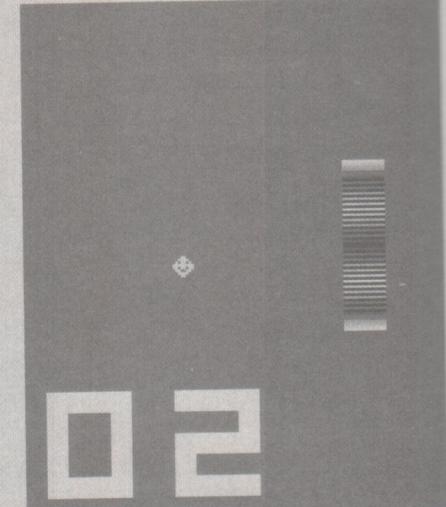
Look more closely, whilst at least pretending to know a thing or two about our rubber-keyed friend (stroke your chin and nod thoughtfully), and you might notice that this particular implementation of Pong is rather cheeky. In fact, it shows blatant disregard for The Rules - The Rules being 1) you can't do anything in the Spectrum border other than



The TV Game loading screen



A red court denotes tennis. No goals, you see. Smaller ball



handlebars in Paperboy?). But these border effects were rarely a part of the gameplay and were nearly always static, whereas TV Game's multicoloured bats move up and down in the border quite merrily in response to your key presses, as though to do so is a trivial matter that no one ever thought of before.

TV Game's programmer has assured me that creating this game was anything but trivial. Papp Gyorgy became a Spectrum fan in 1983 when he saw Harrier Attack on his grandparents' machine. He made a number of subsequent attempts to learn machine code, but only got to grips with it in 2000 when his

interrupt timings, producing significantly different results in the all-important border area. Hence the calibration screen you get once the game's loaded up, through which the game determines what issue Spectrum it's running on.

I said earlier that TV Game is a Pong clone - in fact, its inspiration was those plug-it-into-your-telly bat-and-ball games that appeared in Pong's wake. Boasting several games in one, all were identical, except that the playing area was red for tennis, green for football and white for hockey. The bat size changed too. Needless to say, this sort of genius was best appreciated with a) mates and b) several pints

TV GAME

change its colour, and 2) you can't display more than two colours per 8x8 character.

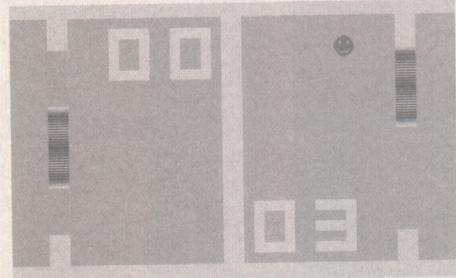
Before hardcore Speccy sceners set upon me with rolled-up copies of The Complete Spectrum ROM Disassembly, I should point out that The Rules aren't true at all if you're a Proper Machine Code Programmer. Plenty of games have given a one-fingered salute to the two-colour rule in their high-score tables, and a few have even strayed into the Border Zone from time to time (anybody remember the

Speccy club decided to start writing new software. TV Game - originally intended as an entry into the 1K MiniGame Competition - was where he honed his skills. And those bats in the border caused him some major headaches.

Papp discovered, for example, that issue 2 and issue 3 Spectrums (Sinclair released several versions of the original 48K motherboard) behave slightly differently in their

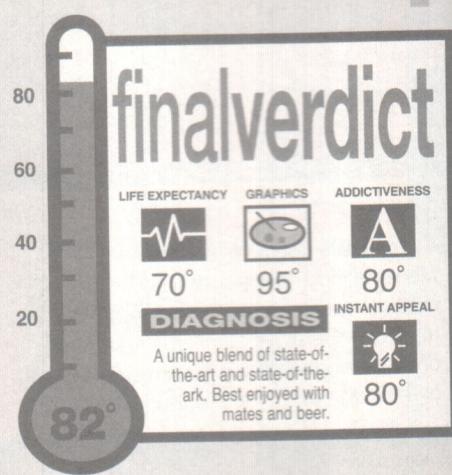
of lager. So it is too with TV Game, the implementation of which is flawless. There's no sound - impossible with all the border stuff going on - but a beep or two would have jolted things along nicely. Apart from this it does exactly what's promised on the tin.

So it's the future and the past - mixed up and sprinkled generously with irony. Which makes it a 21st-Century title in every respect.



Secret tip: at the main menu press SYMBOL SHIFT + CAPS SHIFT + V together to get even more multicoloured bats

What's all this tomfoolery going on in the border, eh? Things like this didn't used to happen in my day, you know



PROGRAM PITSTOP

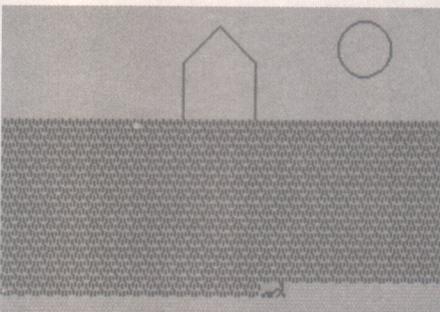
It is a game spoken of only in hushed tones and guarded whispers. A game so intricate, so lifelike, so boundless in its possibilities that there are forces in the world who would rather it remained lost to history than risk loosing it on mankind once again.

The game, dear child, is *Advanced Lawnmower Simulator* – an artefact of YS history that is surely on a par with the Dead Sea Scrolls, the Guttenberg Bible or the Hale & Pace Christmas Special as a defining totem of our enlightened age. The game was, of course, the work of famed taxidermist and jazz dancer **Duncan MacDonald** – himself no stranger to the world of lawnmowing, having purchased one from an advert in the post office window in 1987. Though many have tried, none have been able to replicate Duncan's feat of software alchemy. Until now.

Thanks to decades of NASA science, the full and unexpurgated program listing for *Advanced Lawnmower Simulator* is here. Type



It is 1804, and a small boy revels in the giddy joys of primitive lawnmowing. What would he think of *Advanced Lawmower Simulator*? Evil sorcery, that's what



Early on in the game, things look deceptively easy

```

1 DATA 68,85,85,17,128,170,17
0,40,170,0,85,0,170,0,85,0
2 DATA 0,0,0,0,0,31,110,110,2
4,24,8,104,152,16,44,68
5 GOSUB 200
6 RESTORE 1
7 FOR n=USR "a" TO USR "d" +7
8 READ n,a
9 LET n=a
10 PAPER 5:CLS
11 FOR n=0 TO 21: PRINT PAPER
4, INK 0: AT n,0;"AAAAAAAAAAAAAA
AAAAAAAAAAAAAA": NEXT n
12 PLOT 100,112: DRAW 0,30: DR
AU 20,20: DRAW 20,-20: DRAW 0,-3
0: CIRCLE 200,150,15
13 IF EXP=INT (RND+3)
14 FOR m=21 TO 8 STEP -1: FOR
n=0 TO 8 STEP -1: FOR
15 PRINT PAPER 4: INK 0:AT n,m
16 BEEP .005,.12: BEEP .002,-5
17 IF INKEY$<>"m" THEN GO TO 1
18 IF EXP=2 AND n=18 AND m=12
THEN GO TO 600
19 PRINT PAPER 4: INK 7:AT n,m
20 NEXT m: NEXT n
21 PRINT PAPER 0: INK 7:AT 14,
11;"WELL MOWN"
22 PAUSE 20: BEEP .5,12: GO SU
B 500
23 PRINT AT 17,6;"Press 'Q' to
menu"
24 IF INKEY$="q" THEN GO TO 5
25 GO TO 150
26 BORDER 4: PAPER 4: C
27 LET a$="CAMPARI GRASSMASTER
..": LET B$="DAF TURMATIC": LET
C$="ACME MEGA-CUT 3000": LET D$=
"ACME LAWN-ACE": LET E$="FLYMO
GRASSCHUM": LET F$="PATIO SPRINTE
TTE"

```

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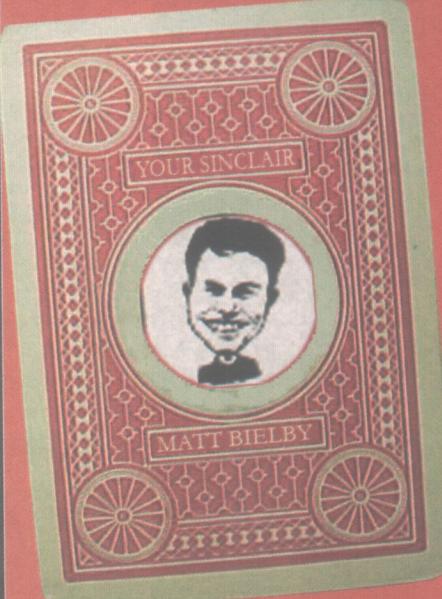
210 PRINT PAPER 7: INK 0: FLASH
1: AT 4,4;"*****"
212 PRINT PAPER 7: INK 0: FLASH
1: AT 3,4;"* LAWN HOWER SIMULATO
R"
214 PRINT PAPER 7: INK 0: FLASH
1: AT 2,4;"*****"
216 PRINT AT 6,4;"THIS IS A POW
ERFUL AND"; AT 7,4;"ACCURATE LAUN
MOWING"
218 PRINT AT 6,4;"SIMULATION"
219,4;"CHOOSE FROM SEVERAL"; AT
10,4;"4 DIFFERENT MACHINES AND"; AT
11,4;"GO GET THAT GRASS"
220 PRINT AT 13,4;"Press release
n number."
224 FOR n=15 TO 20: PRINT INK 7
:AT n,4:n=14: NEXT n
225 PRINT AT 15,6,88: AT 16,6,b8
:AT 17,6,c8
226 PRINT AT 16,6,d8: AT 19,6,e8
:AT 20,6,f8
227 LET z$=INKEY$
228 IF z$="1" THEN GO TO 300
229 IF CODE z$<49 OR CODE z$>54
THEN BEEP .5,5: GO TO 300
230 BORDER 4: PAPER 4: INK 0: C
LS
231 IF z$="1" THEN PRINT """
I'M SORRY, I'M AFRAID THAT THE
IS BROKEN AT THE MOMENT": PAUS
E 200: GO TO 200
232 IF z$="2" THEN PRINT """
I'M SORRY, I'M AFRAID THAT THE
IS BROKEN AT THE MOMENT": PAUS
E 200: GO TO 200
233 IF z$="3" THEN PRINT """
I'M SORRY, I'M AFRAID THAT THE
IS BROKEN AT THE MOMENT": PAUS
E 200: GO TO 200
234 IF z$="4" THEN PRINT """
I'M SORRY, I'M AFRAID THAT THE
IS BROKEN AT THE MOMENT": PAUS
E 200: GO TO 200
235 IF z$="5" THEN PRINT """
I'M SORRY, I'M AFRAID THAT THE
IS BROKEN AT THE MOMENT": PAUS
E 200: GO TO 200
236 IF z$="6" THEN PRINT """
I'M WORKING WELL": "PRESS
INKEY$ TO INCREASE MOTOR": "REL
EASING MY ENGAGERS IT": "PRE
SS ANY KEY TO START"
237 PAUSE 0: PAUSE 0: RETURN
238 BORDER 0: PAPER 0: INK 7: C
LS
239 PLOT 0,0: DRAW 255,0: DRAW
0,175: DRAW 255,0: DRAW 0,-175
240 PLOT 12,30: DRAW 224,0: DRA
U 0,12: DRAW 224,0: DRAW 0,-12
241 DIM 9$(10,100)
242 LET 9$(1)="
243 BORDER 5: CLS
244 PRINT INK 0: AT 10,4;"YOU HA
VE BEEN KILLED"
245 PRINT INK 0: AT 21,4;"Press
any key to restart"
246 IF INKEY$="" THEN GO TO 649
247 RUN
248 FOR n=1 TO 10
249 PRINT 9$(n)
250 NEXT n
251 FOR f=5 TO 15 STEP -5: SEE
P.002,f: NEXT f
252 BORDER 5: CLS
253 PRINT INK 0: AT 10,4;"YOU HA
VE BEEN KILLED"
254 PRINT INK 0: AT 21,4;"Press
any key to restart"
255 IF INKEY$="" THEN GO TO 649
256 RUN
257 FOR n=1 TO 10
258 PRINT 9$(n)
259 NEXT n
260 BORDER 4: PAPER 4: C
261 PRINT PAPER 7: INK 0: FLASH
1: AT 4,4;"*****"
262 PRINT PAPER 7: INK 0: FLASH
1: AT 3,4;"* LAWN HOWER SIMULATO
R"
263 PRINT PAPER 7: INK 0: FLASH
1: AT 2,4;"*****"
264 PRINT AT 6,4;"THIS IS A POW
ERFUL AND"; AT 7,4;"ACCURATE LAUN
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265 PRINT AT 6,4;"SIMULATION"
266 PRINT AT 10,4;"CHOOSE FROM SEVERAL"
267 PRINT AT 11,4;"4 DIFFERENT MACHINES AND"
268 PRINT AT 12,4;"GO GET THAT GRASS"
269 PRINT AT 13,4;"Press release
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270 FOR n=15 TO 20: PRINT INK 7
:AT n,4:n=14: NEXT n
271 PRINT PAPER 7: INK 0: FLASH
1: AT 4,4;"*****"
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THE ROGUE

They made us laugh. They made us cry. They made us use words like "wibble". They were, of course, the salty seamen (and sea-women) at the helm of the good ship Your Sinclair, and they steered a bold course through the rocky shallows of the ZX Spectrum

lagoon. They were the people who made it happen. Heroes. Scoundrels. Legends. Some claim these intrepid few are merely the half-remembered remnants of some fog-wreathed myth, etched into the primeval human consciousness like King Arthur, Robin Hood or Jeff Minter. Others

believe they were the vessels for some benign other-worldly intelligence intent on planting the seeds of global harmony like ET, Starman or Jeff Minter. But they were real. They exist. They live! We found them; we quizzed them. Here's the whole sordid story in their own words...



Your YS nickname?

Oh God, I thought I'd escaped them at last. But as I recall, I was variously The Swoon King, because the ladies reputedly fell at my feet, a power that for some reason doesn't seem to work any more; Matt 'Goss', Your Sinclair's answer to Danny in The Partridge Family; and, eventually, Gady the Mutant Duck – this was when I was going a bit mad with power in my last few months on the magazine. I have, naturally, missed out the really embarrassing ones.

What did you do on YS?

Well, I was Deputy Editor for two or three months, having arrived from Computer & Video Games, where I'd been a Staff Writer for most of a year. Then I became Editor. This was all from about Spring '89 to the beginning of '91, a significant time in the life of YS. For one thing, we became Britain's No.1-selling Speccy mag for the first time, and remained that way from then on (much more to do with the sterling work of many others than anything I had to offer, I hasten to add). For another, this was the period

MATT BIELBY

"Look! You can see sheep in those fields!"

when Future Publishing bought the title, which meant moving lock stock from central London to Bath ("Look! You can see sheep in those fields!" we'd gibber, looking gobsmacked out of the window every day). It was pretty chaotic, all told, especially the bit in 1990 when we had to find a whole new team to replace the people we'd left behind in London.

What have you done since?

I became Group Senior Editor at Future Publishing for many years, which was about as high up the editorial tree as you could go at the time, and personally launched a lot of the Future magazines in that period, including (deep breath): Amiga Power, Super Play, PC Gamer, .net, SFX, Total Film, Arcade, and Official PlayStation 2. I also did some work abroad for Future, including launching PC Gamer in the States. More recently, I've worked on various magazines for assorted companies, including the launch of Emap's Zoo.

What is your abiding memory of the Your Sinclair years?



Some sheep, in a field, yesterday

Tiny offices – so small, at first, that David Wilson and I had to share the one desk, so one of us had to stand around like a lemon while the other typed, then vice versa. Great people – I learned about 80% of everything I know about magazines at YS, including the most important lesson of all: it's perfectly possible, and perhaps essential, to be both funny and serious at the same time. Pride – we looked at Crash (then past its best, admittedly) and Sinclair User, and knew we were the best. That was a nice feeling to have. And Whistlin' Rick Wilson's 'Hold My Hand Very Tightly (Very Tightly)' being played on Radio One. The boy's a star!

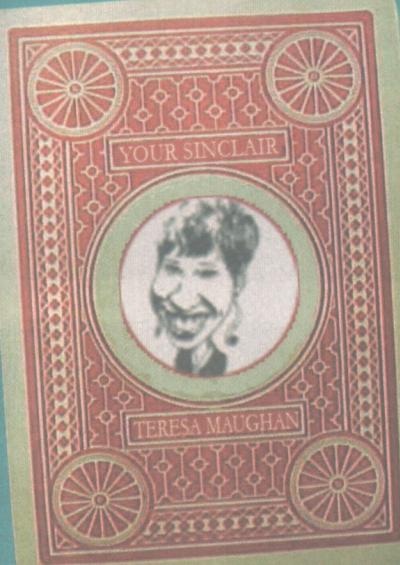
Favourite Spectrum game of all time?

I always liked my platform games, so maybe Rainbow Islands, or going back a bit further, Manic Miner. But it's the stuff that seemed truly original or groundbreaking that lingers: Skool Daze, Head Over Heels, Ant Attack. And who could forget Duncan MacDonald's truly hypnotic Advanced Lawnmower Simulator? Put it in a big installation at the Tate Modern, and it's a possible Turner Prize winner.

Tell us a YS secret that you can now share with the world...

Contrary to popular belief, I was never a world-class games player. Indeed, to call my skills 'average' would be kind. Oh, and we never were based in a shed, as such. Artistic licence that one, I'm afraid.

'S GALLERY



Your YS nickname?

T'zer

What did you do on YS?

Production Editor, Deputy Editor, Editor and then Publisher. In reality, anything and everything.

What have you done since?

All sorts, including cleaning up poo (I now have three children aged 11, 9 and 4), writing loads of pop books on everyone from Robbie Williams to Justin Timberlake, writing and editing the Channel 4 book on Model Behaviour, editing coffee-table book Mohammed Ali: The Glory Years, launching and packaging Star Pets magazine (aimed at girls and all about celebrities and their pets and pop) and a host of other more boring business stuff including doing production on Linux User magazine for a year or so.

What is your abiding memory of the Your Sinclair years?

Laughing like a drain for four years solid. Listening to Snouty and Berkmann swap jokes continuously – some of them were actually funny. Dressing up in ridiculous outfits in the name of work. Young boys asking me to sign their T-shirts (and other things!) at the Earl's Court games shows – I could never understand why, as I didn't feel

TERESA MAUGHAN

"Nobody croons like David Wilson"

famous. Wondering whether Duncan MacDonald was going to show up for work or whether he was out on one of his 'jaunts'. Hold My Hand Very Tightly – nobody croons like David Wilson.

Favourite Spectrum game of all time?
Prince of Persia – I loved the way he

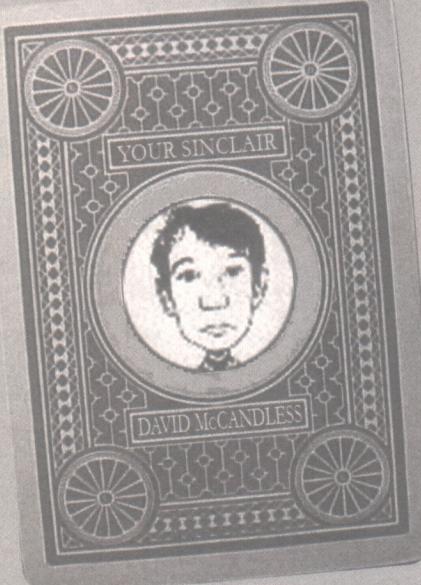
moved. Otherwise it has to be Advanced Lawnmower Simulator designed by Duncan McDonald.

Tell us a YS secret that you can now share with the world...

Kevin Cox is a transvestite and likes to be known as Kylie to his friends.



The thriving T'zer fan club continues to this day



Your YS nickname?

Macca

What did you do on YS?

Hacking Away, then Program Pitstop, then reviews, then, apparently, everything.

What have you done since?

After spells on PC Zone and other computer rags, I managed, somehow, to make the transition from specialist computer-spod writer to proper journalist. Over the last few years, I've written a bunch of articles for Wired, The Guardian, and the BBC about games, technology and drugs. I kept playing games. My eerie skills won me the title UK Doom Champion 1995. I went on to compete in the world deathmatch and lost in the first round to a 14-year-old boy from New Jersey with a moustache. I

DAVID McCANDLESS

"I was routinely and ruthlessly beaten"

retired from gaming shortly after. As a musician, I recorded an album, Smoother & Faster, which won a Q Magazine Unsigned Artist award in 1997. It then went on to sell 40 copies.

Taking the piss, though, is my true love. I wrote and edited seethru.co.uk, the satirical webzine that accompanied the BBC2 drama series Attachments. That was fun. It also featured the short-lived resurrection of Duncan MacDonald writing about his life on the dole in the South Coast Diaries.

Currently, I'm writing screenplays that are hilarious in their terribleness. And still doing the odd bit of Web comedy. And whoring myself for the Government and the papers. Check out my shit at www.davidmccandless.com.

What is your abiding memory of the Your Sinclair years?

The coppery excitement of visiting the hallowed YS offices for the first time. 15 years old, I wore a tie and had my mum in tow. Meeting the Gods from the mag – Phil South, T'zer, and Marcus Berkman – in the flesh. They took me trembling to the pub. I had a shandy.

Favourite Spectrum game of all time?
Dragontorc of Avalon.

Tell us a YS secret that you can now



David thinks back to the days before jealous bullies smashed his specs

share with the world...

The competitions were often rigged so friends of staff members won. Very few Program Pitstop programs worked (not my fault). Having my 15-year-old face in a national magazine did not go down well with my peers at school. My bragging about it all the time didn't help. I was routinely and ruthlessly beaten and still bear the scars today. WARREN MCKILWAYNE – I KNOW WHERE YOU LIVE! ONE DAY – WHEN YOU LEAST EXPECT IT... 'SPECCY TWAT' WILL BE COMING...



MIKE GERRARD

"I didn't only play adventure games"

Your YS nickname?

Did I have one? I was maybe referred to as the Bearded One, or something like that.

What did you do on YS?

Wrote the adventure pages.

What have you done since?

Become a travel writer, written three radio plays and shaved off my beard.



Mike Gerrard, sans beard, looking a lot less like Matthew Kelly these days

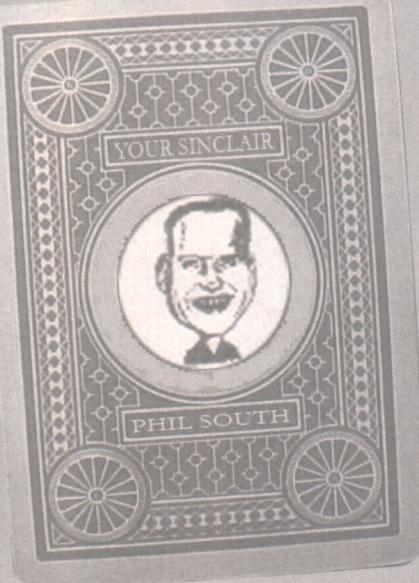
What is your abiding memory of the Your Sinclair years?
Fun.

Favourite Spectrum game of all time?
Manic Miner – just to prove I didn't only play adventure games.

Tell us a YS secret that you can now share with the world...
Phil South often worked in the nude.

PHIL SOUTH

"I was some kind of small probing creature in the undergrowth, like a shrew"



Your YS nickname?

Snouty. Marcus Berkman started that one, because I was always nipping out for a pack of cigarettes, and being as this was London we were fond of prison slang, so I would always say "just going out for some snouts", and it kinda stuck. Plus I think there was some joke about my nose, and it made it sound like I was some kind of small probing creature in the undergrowth, like a shrew or something.

What did you do on YS?

I was the Staff Writer but later on the Technical Editor. I would do hardware reviews mostly but also my fair share of game reviews as did anyone we could grab who happened to be passing. As the years rolled on it was odd how many people happened to be passing all the time.

What have you done since?

I wrote a game with John Molloy called FISH! for Magnetic Scrolls. After YS I moved out of London and landed in Frome in Somerset. A huge amount of writing – technical books on AMOS and other Amiga topics,

plus writing and editing books on Lightwave 3D. After that I became a computer graphics and 'new media' guru, making websites for corporations. After a bit of bad luck my business went down the pan, so I had to go looking for a job, and got a really good one at the Bristol Old Vic Theatre School, maintaining the computers, designing programmes and posters, and teaching film and video studies. It's one of the most respected drama schools in the world, and I'm honoured to be part of the family. Plus I get to be a film-maker half the time which has always been my dream.

What is your abiding memory of the Your Sinclair years?

It has to be the time we did a panto spread

one year. Pete Shaw and some of his buddies from the Madame Jo-Jo's gay piano bar made Marcus and I dress up as panto dames, except we looked more like drag queens for obvious reasons. It was a funny spread – I nearly popped a vein in my skull at the time laughing. Oh, and the time I was sitting there on my own one morning, at about 8am, in our office right behind the reception area, and a car came crashing through the front window. Fortunately the receptionist was making coffee in the back at the time, and the only casualty was my nerves.

Favourite Spectrum game of all time?

Oh man, so many games! It's a toss up between Tetris, Head Over Heels or Sentinel. I think Sentinel was a work of genius, by far the furthest extension of the game makers art at that time. I mean how in blue blazes do you fit all that game into 48Kb?

Tell us a YS secret that you can now share with the world...

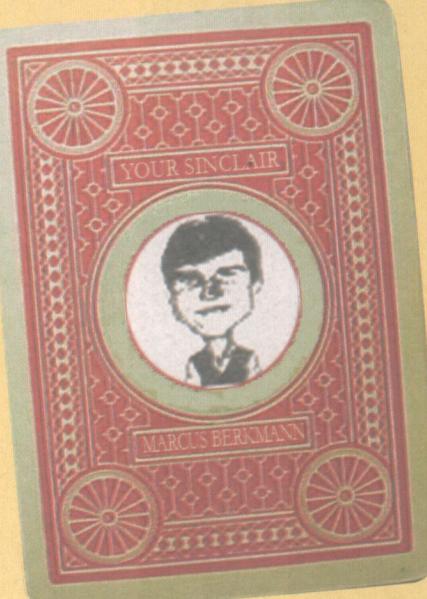
On the whole I think the lid should stay on that particular box. Outing all the gay guys has been done, saying that I was in love with every female art editor I ever worked with is both a no brainer and obvious because I'm so transparent and juvenile. The people who were total bastards to work with... don't exist, as most people were kind, professional, scarily smart and lovely people to be around. It was the time of my life and I think most people who lived through that era would say that if a meteor had crashed through YS while we were working there (instead of some silly woman who couldn't drive her car) we would have died happy.



That's Phantom Phil to Minge Marcus behind all that slap

MARCUS BERKMAN

"I have never been more constantly sozzled before or since"



Your YS nickname?

I'm not sure I ever had one, at least not while I was working there. Only Snouty and T'zer had nicknames, as I remember. Any more and I think people might have started throwing up.

What did you do on YS?

I started in about November 1986 as Staff Writer, and I think my first issue was January 1987. There were four of us on the editorial staff – me, Snouty, T'zer and Sarah Biggs, the Production Editor. The first two were still there when I left, but Sarah went off before I did, for reasons I can no longer remember (other than she was pissed off with the whole thing). We had several replacements, none of who were much good until Jackie Ryan came along. I rose through what we laughingly called the hierarchy until reaching the extraordinary heights of Deputy Editor. I left in June 1988.

What have you done since?

I went because my freelance career, which I only had time for at evenings and weekends, was earning me more than the pitiful wages Dennis Publishing had to offer. For several years afterwards I was first pop critic and then TV critic of the

Daily Mail. I have also written a column about pop music for The Spectator since 1987. I later wrote sports columns for Punch, The Independent On Sunday and the Daily Express; I'm now film critic of The Oldie and contribute regularly to Private Eye.

Between 1993 and 2003, I was a regular voice on LBC in London, usually talking about TV. I have published several books, including Rain Men (1995 – about cricket) and Brain Men (1999 – about pub quizzes), and I edited a Private Eye book last year. I've just finished a book on fatherhood (out in Feb) and have started a follow-up to Rain

Men (out next June). And I wrote a small but pleasingly lucrative proportion of the first two series of Monkey Dust. There's another series in production but the books have got in the way. Is that enough? Or far too much?

What is your abiding memory of the Your Sinclair years?

Mainly the vast amount of lager we drank. I have never been more constantly sozzled before or since. We used to work long hours and go straight to the pub afterwards and sit there all evening. It was totally absorbing. After 18 months I was exhausted. But I had learned a hell of a lot. I'm sure it's helped my writing since. Also I made a couple of good and long-lasting friends.

Favourite Spectrum game of all time?

Head Over Heels. But you must understand that I binned the Spectrum many, many years ago, and stopped playing all computer games five years ago when my daughter was born. So my memory is hazy.

Tell us a YS secret that you can now share with the world...

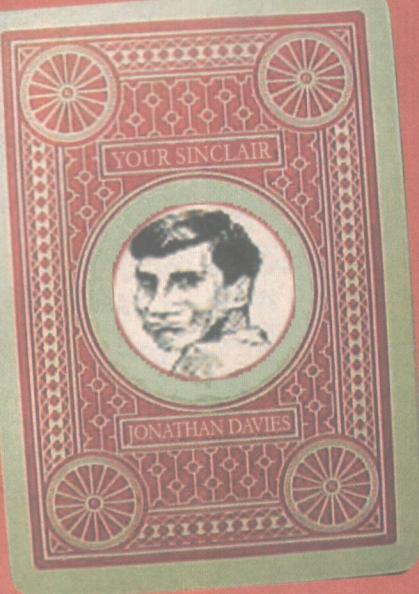
Hmm. I'm sure you know that Rachael and Gwyn were the same person, John Minson, although for the life of me I can't remember why. Also, we genuinely thought we were the best Spectrum magazine out there, and I think that made us the best Spectrum magazine out there. I don't think it was ever as good after Teresa left, but then I think its time had passed. But I'm rather fascinated, and thrilled, that YS seems to have meant so much to so many people, which I think shows that we were doing something worth doing. Even if we seemed to do it half pissed and half hungover...

DR.
BERKMAN'S
CLINIC

Carry on again doctor up
the Khyber etc etc

JONATHAN DAVIES

"I've no idea if any of those hex dumps actually worked"



Your YS nickname?

Jonathan. All the good nicknames had already been taken.

What did you do on YS?

I ran the YS Tip Shop for a while, and also found myself presiding over Program Pitstop, the pages no one at YS understood. Including me. I've no idea if any of those hex dumps actually worked.

What have you done since?

Since YS I've done various other mags, like Amiga Power, Super Play, PC Gamer and N64 Magazine. I also did the website for

Top Gear, the telly programme. But generally it's been a gradual and, I'd like to think, dignified descent into obscurity.

What is your abiding memory of the Your Sinclair years?

Blimy. Erm. Let's think. It would probably be "blimey" and "erm", two words you don't see often enough in magazines these days. And most reviews beginning "Driving games, eh?" (or whatever) and then sort of rambling on till they reached the bottom of the page. And the competition to win a radio-controlled Ferrari Testarossa, illustrated by Jackie Ryan clutching the prize below the heading "I've Got a Big Red Testie!".

Favourite Spectrum game of all time?

The one I played most was Jet Set Willy (after poking it with infinite lives, of course). I also loved all the Ultimate games up until Nightshade (ugh), and Costa Panayi's games were brilliant - TLL, Highway Encounter and the like. And I wasted hours annoying the undead in Zombie Zombie.

Tell us a YS secret that you can now



Brian May (or is it Anita Dobson?) gives away a radio-controlled Ferrari

share with the world...

Remember Party the Warthog? Well... he didn't actually exist! It's true! You read it here first.



The team emerges from the shed for one final photograph, professing that YS is crap (in a funky skillo kind of way)



- SHOCKS “INCOMING!!”

Imagine a world that still produces new Spectrum software, even in 2004. Well, that world is called Earth. Hop aboard Specchums, there's new games ahoy!

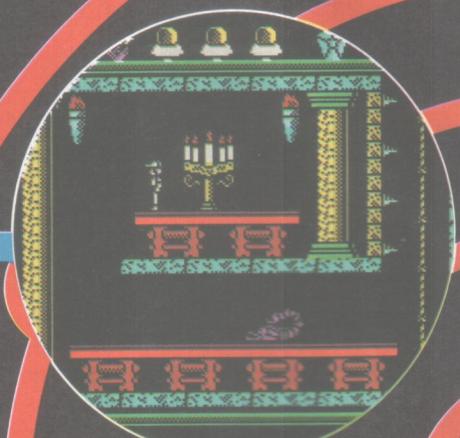
Doctum Carlogical

Halo. Granizando de España, esta producción de la plataforma requiere algunos movimientos ingeniosos en el progreso de la orden. Es semejante en muchas maneras al Rick Dangerous, aunque consideremos que somos el juego mucho más duro golpear. Yes, that's right. We've gone all Mediterranean here to celebrate this nifty-looking platformer.

Hailing from Spain, this new game requires some well-timed movements in order to progress. It's similar in many ways



to the Rick Dangerous titles, although we reckon that it's a much tougher game to beat. You find yourself in the midst of a great house, armed with a shot gun and

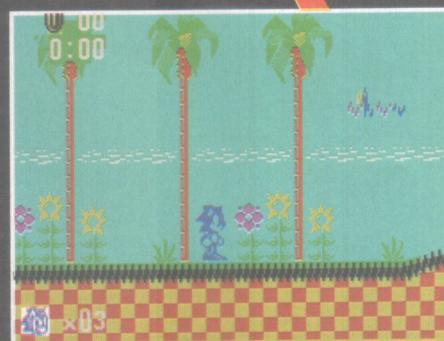


able to attack with a super-heavy-weight-power-kick (okay, it's not that powerful). Your task is to skillfully navigate the static screens whilst collecting objects and avoiding the hazards that lie ahead. Movements consist of left and right, jump, fall and climb. Take care, as falling too far will cause you to lose a life, and use your bullets wisely... As they say in España - eche una mirada a la página principal encontró aquí www.iespana.es/carlogical

SonicZX *Anestis Koutsoudis*

Slow down there little blue hedgehog, what's the rush? Oh, you're steaming ahead to the binary world of the ZX Spectrum, are you? Great, well we know a little short cut. Full speed ahead then.

Yes, that's right Speccy fans, an unofficial version of the mad fast platformer is currently in development



for the humble ZX. The man behind it is the Greek programming guru and Spectrum-supremo Anestis Koutsoudis.

For those of you who are not familiar with this game (welcome to planet Earth), your task is to rescue



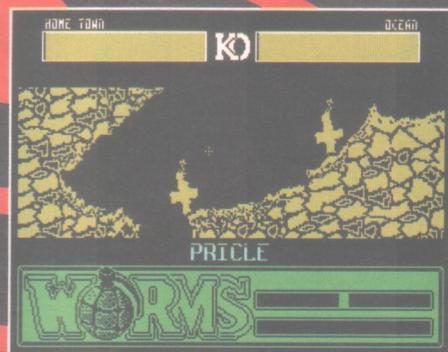
your fellow critters from the evil Eggman whilst also putting some fat, slow moustached Italian plumber to shame, because you're more interested in gold rings than sewerage systems. Information on this little project can be found at www.worldofspectrum.org/anestis/soniczx.htm. Scorchio!

“BEHOLD MY WEAPONS OF MASS DESTRUCTION!”

Worms Armageddon

Team 17

Arm yourself to the teeth (erm... do worms have teeth? - Ed) because the classic multi-player-strategy-blow-your-enemies-to-bits game is heading to the Speccy.



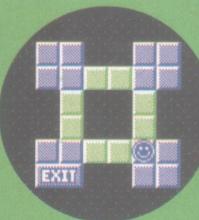
Sensitive

Peter Gordon

Sensitive is yet another puzzler for your entertainment or frustration, depending on how you feel about the whole genre. The object of the game is to move the smiley face over the preset board, in doing so removing the green squares and ending up at the exit (*There must be a catch. Ed.*).



But, it's not that simple, as there's a catch (*I thought so. Ed.*). As you remove the squares, your options for movement become limited... One wrong move and you plummet to your death (not literally, of course). It looks like it's gonna be a good 'un, so keep an eye on YS as we're hoping to get an exclusive on this beauty. If you want to give Peter some encouragement with this project, why not send an e-mail to this address: sensi@petergordon.org.uk



WORMS

That's right, Team 17 itself is handling this port, which, according to Martyn Brown, has cost in excess of £50 to produce so far. Martyn said recently: "Modern development is full of big words and fancy phrases that to be honest with you, I simply don't like. The

Speccy version of Worms Armageddon has given the chance for us to move away from all that crap and allowed us to do some really pretty 16 colour graphics and one channel sound."

Actually, this story is based on a press release from Team 17 which turned out to be nothing more than a sick hoax intended to promote the game on other platforms. Bah! Look at that lovely screenshot though. Of course the mighty Speccy can easily

handle such a game, so come on YS devotees, why not write, email, phone and fax them expressing your interest in the project? Maybe this joke will then turn into

a real game? You could even turn up en masse at Team 17's HQ, which is at Longlands House, Wakefield Road, Ossett, West Yorkshire, England, WF5 9JS. Its phone and fax numbers are +44 (0)1924 271 637 and +44 (0)1924 267 658 respectively. Email and other contact details can be found at www.team17.com. Personally, armageddon down to the HQ to start off the demonstration of support for the game (*Me too! Ed.*)

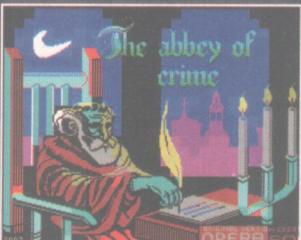
The Abbey of Crime

Opera Soft

La Abadía del Crimen es otro juego Español (¡Monteese consigo en inglés - o su despedido! - Ed). Ahem... Shall we start again? As we were saying, Opera Soft's The Abbey of Crime is another brilliant Spanish game which is being painstakingly translated by World of

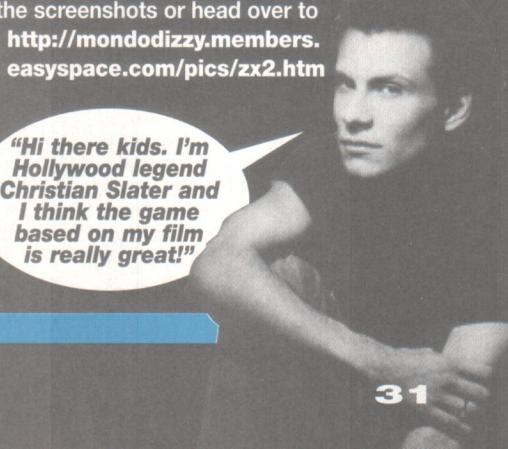
Spectrum frequenter Eddie Duffy and Co. The game itself is based on the book In the Name of the Rose, which was actually turned into a blockbuster movie in 1986 starring Sean Connery and Christian Slater.

The game is a 3D-RPG type affair in



which you have to wander around the abbey, solving crimes of a murderous nature. Anyway, it's great, honest! Expect to see the fully translated title soon. Until then, you could either drool over the screenshots or head over to <http://mondodizzi.members.easyspace.com/pics/zx2.htm>

"Hi there kids. I'm Hollywood legend Christian Slater and I think the game based on my film is really great!"





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